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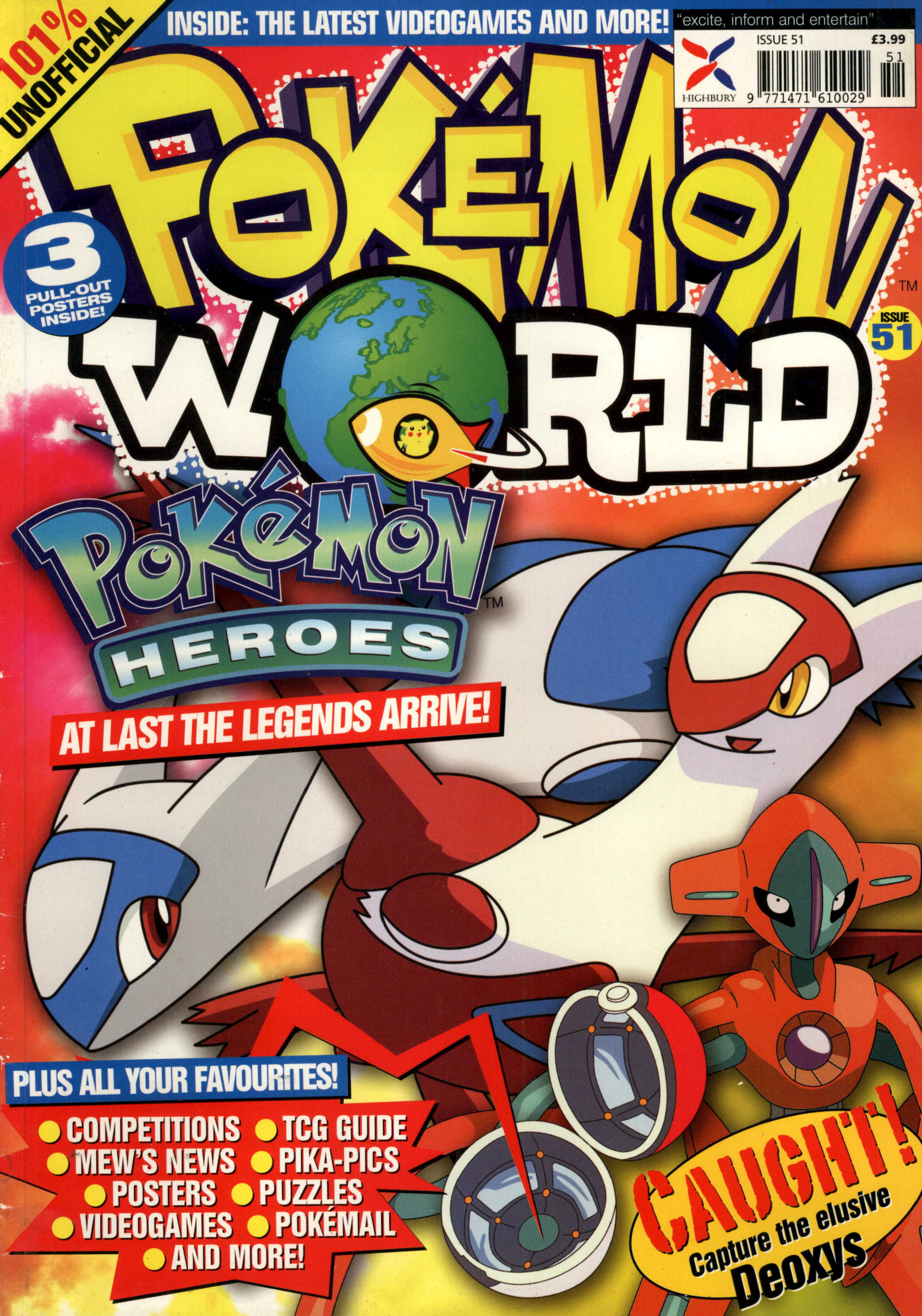
POKÉMON WORLD™

ISSUE 51

3 PULL-OUT POSTERS INSIDE!

POKÉMON™ HEROES

AT LAST THE LEGENDS ARRIVE!



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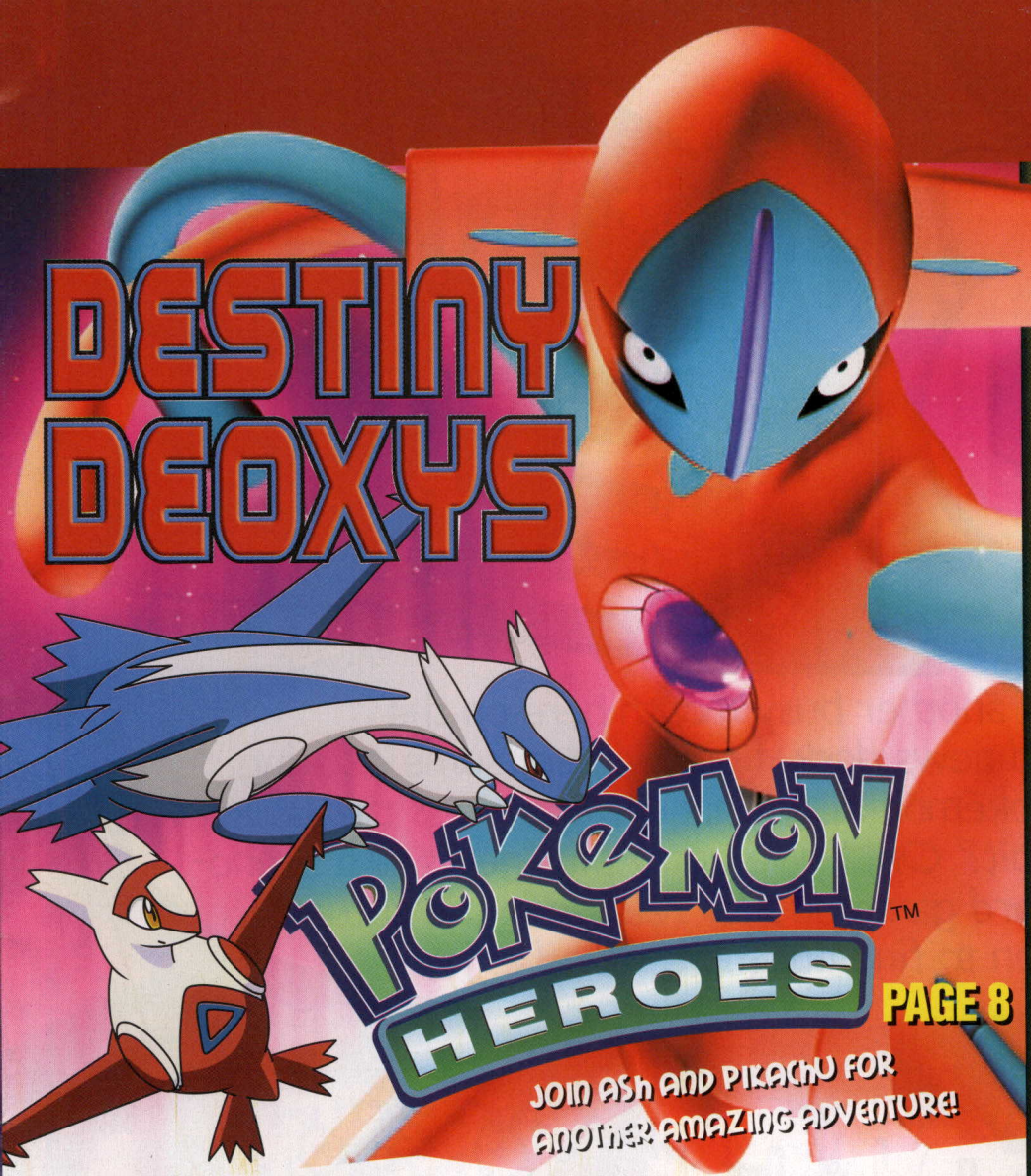

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COOL PRIZES!
Win a Complete box of EX Unseen Forces Cards!
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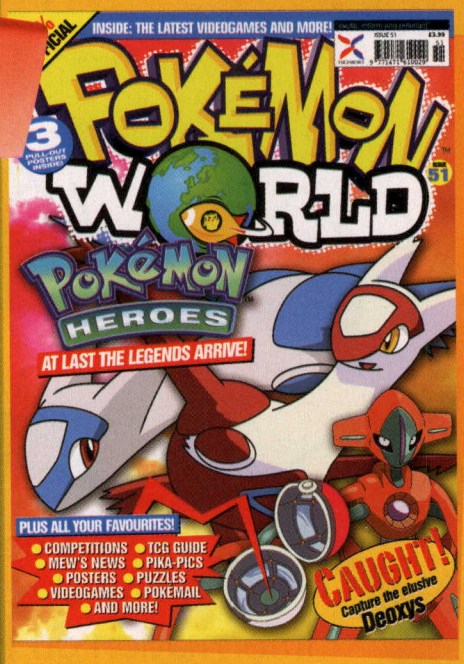
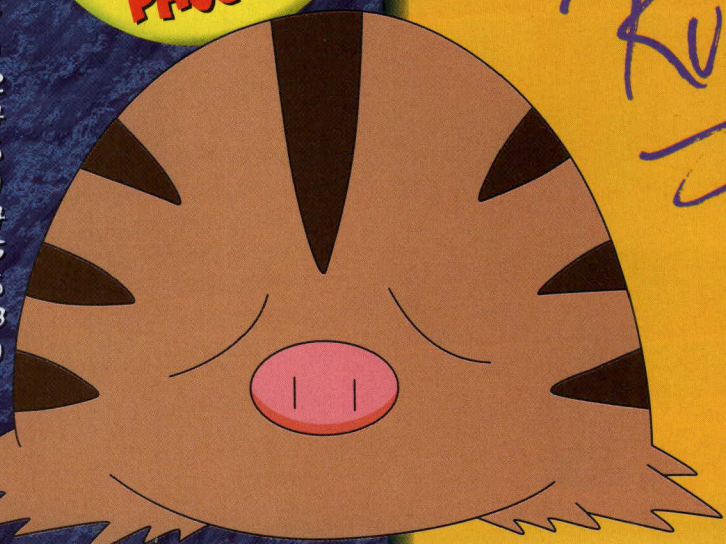
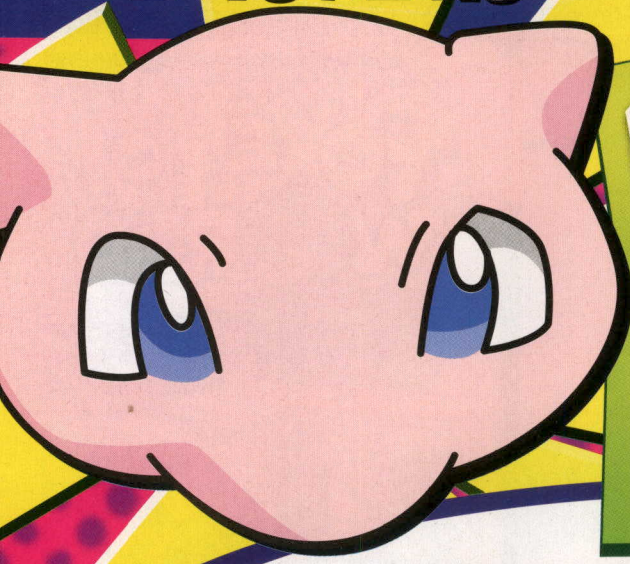


WELCOME POKÉFANS TO another action-packed issue of *Pokémon World*. This month we have been watching the latest *Pokémon* movie and bring you all the details on this amazing adventure. We have also researched the Aurora Ticket and can reveal how to capture the legendary Deoxys on your GBA! Of course, there is also so much more inside this issue of *Pokémon World* with our guide to the good, bad and ugly Pokémon EXs, plus a complete round up of all the EX Unseen Forces pre-release tournaments for TCG players. If that is not enough, we have also reviewed all the latest videogames and Professor Yew has answered all your gaming questions. With our usual sections crammed with your amazing artwork and letters, this is a truly great issue and we hope you enjoy reading it as much as we did making it!

Russ





MEW'S NEWS

It's been another busy month here on the Pokémon World news desk. I got wind of some exciting information on Pokémon XD: Gale Of Darkness this issue (Wind. Gale. Geddit? Oh, I give up...) plus news of a brand-new trading card game due for release in the autumn. Read on to find out more – and enjoy!

GALE FORCE

Pokémon XD Gale of Darkness

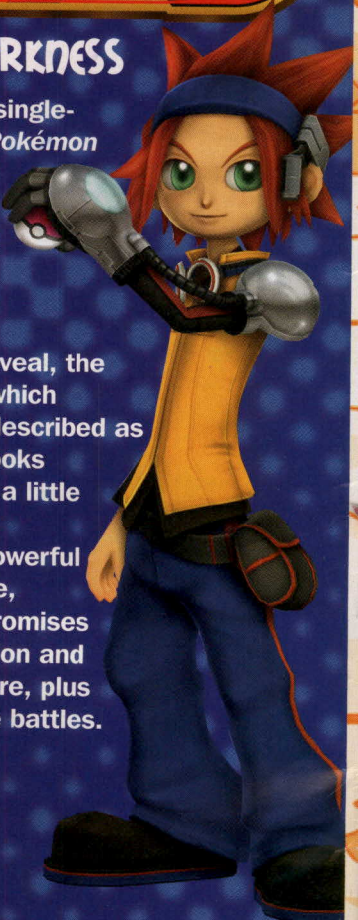
MORE INFORMATION IS REVEALED FOR POKÉMON XD: GALE OF DARKNESS

FOLLOWING THE NEWS last month that a brand-new *Pokémon* RPG would soon be headed for the GameCube, we can now reveal that the game – *Pokémon XD: Gale Of Darkness* – will hit the shelves Stateside on 3 October, and will arrive in the UK in November. What's more, to get everyone excited about the game's release, Nintendo has announced a special US pre-sale promotion in the weeks leading up to its launch. From 28 August, gamers who reserve a copy of *Pokémon XD* at participating retailers will receive a special vinyl 'skin' for their GameCube, featuring characters from the game. News on UK sales promotions is yet to be announced, but watch this space for more information!

Pokémon XD is a full-length 3D RPG that sends players to the magical land of Orre, where they must unravel the mystery of Shadow Lugia. Players start the game with Eevee, but must Snag and Purify the Pokémon of rival trainers, building up their own collection of monsters as they progress through the game.

Alongside the single-player mode, *Pokémon XD* will also provide the opportunity for two and four-player battles.

As our screenshots reveal, the game world – which Nintendo has described as 'expansive' – looks fantastic. With a little help from the GameCube's powerful graphics engine, *Pokémon XD* promises engrossing action and terrific adventure, plus many awesome battles. Bring it on!



PLAY YOUR CARDS RIGHT

NEW EX UNSEEN FORCES POKÉMON TRADING CARD GAME IS ANNOUNCED

THERE MAY NOT be much to look forward to at the end of the summer holidays, but *Pokémon TCG* fans can brush aside those autumn blues thanks to a brand-new Pokémon expansion – EX Unseen Forces.

Due for release in September, the set is the biggest *Pokémon Trading Card Game* expansion ever, with over 140 trading cards in total. The series features some extra-special Pokémon, including the legendary monsters, Lugia and Ho-oh, plus a subset of 28 'Unown' Pokémon and a holographic parallel set.

Suitable for those ages 10 and above, the new *Pokémon* trading cards will be available from Woolworths and all major toy stores, priced at around £7.99 for the theme decks and £2.49 for the booster packs.

THE NUMBERS GAME

POKÉMON RACKS 'EM UP!

HERE AT *POKÉMON World*, we usually get a bit baffled by facts and figures, but when we clocked the latest sales figures for *Pokémon* from Nintendo, even we could see they were impressive!

Since *Pokémon* was introduced in the States in September 1998, more than 140 MILLION *Pokémon* videogames have been sold worldwide, generating over $15 BILLION in worldwide retail sales (wow – lucky Nintendo!)

Also of interest is the fact that *Pokémon FireRed* and *LeafGreen* sold over 2.6 million copies between them. Oh, and did we mention that the Nintendo DS has now officially sold over one million units?

So next time someone tries to tell you *Pokémon* isn't popular any more, hit them with these incredible facts! *Pokémon* rules – it's official!

TOP TIPS!

IF YOU'RE A newcomer to the *Pokémon Trading Card Game* and are having a little trouble getting started, call the *Pokémon TCG* customer service line on 0870 240 6469 for some top tips!

JAPANESE NEWS

PACKEMON

POKÉ-FANS IN THE Land Of The Rising Sun can currently get their hands on a limited edition *Pokémon XD: Gale of Darkness* GameCube pack, featuring a silver GameCube, a copy of the game and memory card.

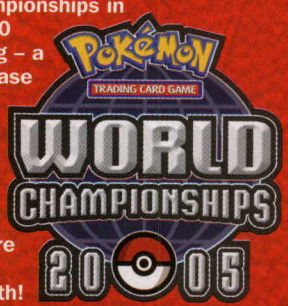
HAPPY VENDING

FORGET VENDING MACHINES that churn out chocolate and cans of pop! Japanese company AM3 has now launched *Pokémon* anime video vending machines, around Japan. The videos can be viewed using the company's Game Boy Advance playback device.

US NEWS

TRADING PLACES

WITH THE POKÉMON Trading Card World Championships set to take place later this month in San Diego, card-carrying *Pokémon* fans from around the world have been going crazy for the game. The US National Championships in Ohio saw over 400 players competing – a 35 per cent increase in attendance on last year! 12 winners went through to the World Championships – look out for more news on the final contest next month!



MUDKIP MAGIC

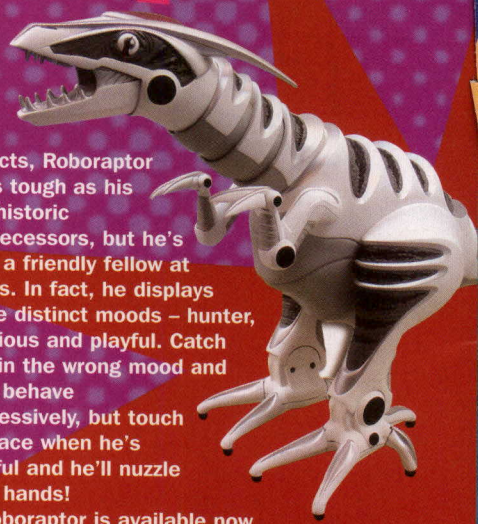
Meanwhile, attendees at the US Regional Trading Card Championships at the Wizard World Philadelphia event were treated to a special EX Emerald Mudkip promo card, featuring Tail Strike attack.

DIARY DATE

CALLING ALL CHOCAHOLICS! Currently at cinemas across country is the big-screen version of Roald Dahl's popular book *Charlie And The Chocolate Factory*. This tasty treat follows the adventures of a young boy who wins a ticket to explore the wonderful world of Willy Wonka, the owner of a magical confectionary factory. The film stars Johnny Depp and looks fabulous. Sweet!

ROBOT WARS

NEW ROBORAPTORS TRAMPLE ONTO SHELVES



WHAT DO YOU get if you cross a robot with a dinosaur? A squashed robot probably, but you could also find yourself facing a Roboraptor, the latest toy to travel over to the UK from Australia. Already voted Toy Of The Year down under, the Roboraptor combines the might of the dinosaurs with the magic of modern technology. Measuring an enormous 32-inches, this realistic robotic beast may look menacing, but he is easily controlled and mastered with a remote controls. Roboraptor's fluid biomechanical motion allows for three movement gaits – predatory, walking and running – and its multi-sensor awareness means the beast can hear, see and feel the environment around it! With a strong snapping jaw and the ability to bite and pick up tiny objects, Roboraptor is as tough as his pre-historic predecessors, but he's also a friendly fellow at times. In fact, he displays three distinct moods – hunter, cautious and playful. Catch him in the wrong mood and he'll behave aggressively, but touch his face when he's playful and he'll nuzzle your hands!

Roboraptor is available now from Argos, priced at £89.99.

THE LIGHT FANTASTIC

SMART COOKIE LAUNCHES MADLY MANIC ELECTRONIC CHALLENGE GAME

PUT YOUR REFLEXES to the test with the latest electronic table-top challenge from games company Smart Cookie.

Chaser is a fast and furious board game which features a 'Slap Pad' that players must strike in order to win! The game features three play modes – Chase, Catch and Copy – each with eight dynamic speed levels.

On-board lights guide the play, and players can enjoy a one-one-one contest – a multi-player game in which they must try to catch the hopping lights or a mind-twisting memory challenge.

Concentration is essential for this, so if you think you've got the brain power, head down to Argos or leading toy stores to pick up a copy, priced at £24.99.

NEW SET ROTATION

TOURNAMENT RULES ABOUT TO CHANGE

EVERY YEAR AFTER the World Championships the current tournament rules change as older sets are rotated out of the game to make room for new expansions. This year it is being done slightly differently and two formats are going to be used. For most, the new rules permit only cards from EX Hidden Legends onwards, whilst certain countries, such as France, will remain playing Ruby and Sapphire onwards. The format for the World Championships next year will be Hidden Legends, but if you are planning on playing in France, Portugal, Brazil and Spain you can use any of the Nintendo-released expansions. This change will come into play as of the 1 September and will remain in place until the rotation next year. To clarify, the only playable cards in the UK will be from these sets:

EX Hidden Legends
EX FireRed and LeafGreen
EX Team Rocket Returns
EX Deoxys
EX Emerald
POP Series 1 Promos
EX Trainer Kits (Latios/Latias)

THUNDERCHARGE OF ULTRA DESTRUCTION

THUNDERCHARGE YOUR SUMMER WITH THE LATEST EXPANSION PACK FROM DUEL MASTERS

The sixth *DuelMasters* expansion, Thundercharge Of Ultra Destruction has exploded onto shelves on 8 July giving duellists around the globe the chance to use some incredible new powers and make sure that they 'own the zone'!

Thundercharge Of Ultra Destruction introduces Charger spells that once played go straight to the all important Mana Zone. These essential cards give players the extra energy they need to get their bigger and better creatures into the battle zone and attack before their opponents even know what's hit them!

This brand-new set also explores the theme of Tapping. When players turn a card 90 degrees, this Tapping of the card can activate a particular power. In Thundercharge Of Ultra Destruction however, Tapping can give not just one, but all of a player's creatures a new power, which offers new tactical ways of playing and outwitting the opposition.

The new set was celebrated by several *DuelMasters* fans at *DuelMasters* release tournaments across the country on 9-10 July. They played with the new cards before anyone else and also earned a fantastic card not available anywhere else.

The next big tournament is Tournaments of the 5 Civilisations on 12-13 August. You can test your skills and your own deck powered by cards from the new Thundercharge of Ultra Destruction set against your opponents in this tournament. Bring your decks along to these tournaments to duel with other *DuelMasters* fans and win fantastic prizes, such as foil alternate promo cards and much more.

During July and August, if you bring a friend to one of the tournaments, and your friend becomes a JDC tournament player, both of you will get cool prizes.

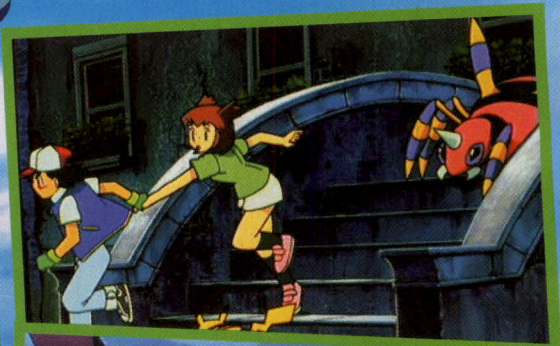
For more information on the game, upcoming tournaments and promotions, call the Game Support Line on 08457 125599 or check out www.duelmasters.com/uk to find the nearest store.

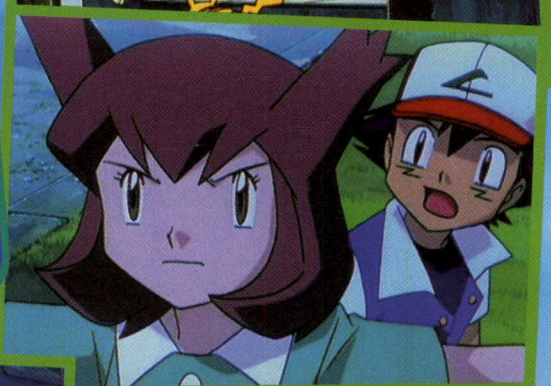
DUEL MASTERS TRADING CARD GAME

POKÉMON WORLD

POKÉMON HEROES THE MOVIE

Ash and Pikachu find themselves in trouble again, but this time they can count on legendary Pokémon to help them out!

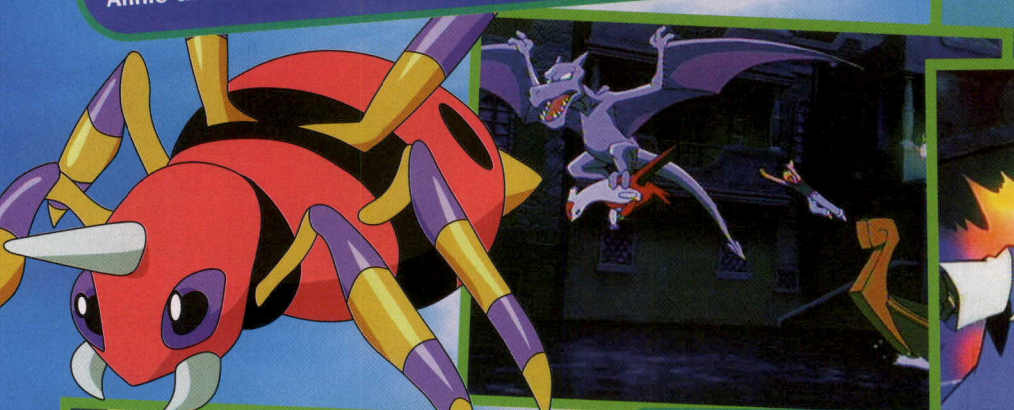


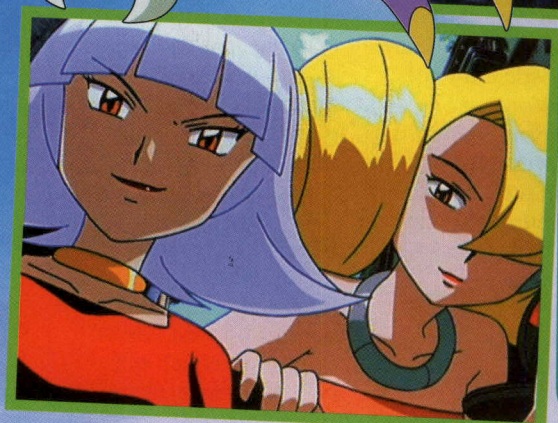


THE PLOT

ASH, MISTY AND Brock are relaxing in the city of Alto Mare when a young girl becomes friends with Ash. She then leads him to another side of Alto Mare and Ash quickly finds himself tangled up in a much bigger plot, involving Altomare's guardians, Latios and Latias, and a plan to steal the city's magical Soul Dew...

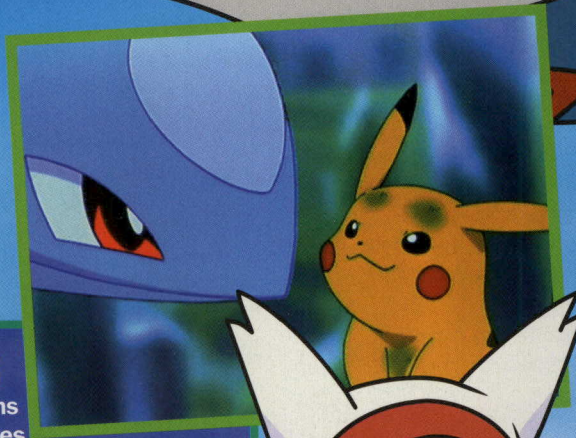
As the water capital of the world, the Soul Dew is especially important as it protects the city's waters. It powers the Defensive Mechanism Of Altomare, which has the power to destroy the entire world! Ash needs to team up with Latios and Latias to ensure the Soul Dew doesn't fall into the wrong hands, but even with the help of Pikachu, Misty and Brock, Annie and Oakley do their best to make sure this isn't easy for Ash!





ANNIE AND OAKLEY

BEAUTIFUL THIEVES ANNIE and Oakley are after one thing and will stop at nothing to get it – the Soul Dew protecting Alto Mare! They realise it has special powers and they also know it's protected by the legendary Pokémon, Latios and Latias, so their plan involves capturing them first, leaving the Soul Dew vulnerable and unprotected. So Giovanni's agents track down Latias but unexpectedly run into Ash too, and they find their plan isn't quite as straightforward as it first seems! While Team Rocket are involved in this, Annie and Oakley aren't quite as disorganised and pose a far bigger threat to Ash. One scene sees Annie and Oakley flipping and cartwheeling across the rooftops of Altomare, with Team Rocket stumbling and tripping behind them!

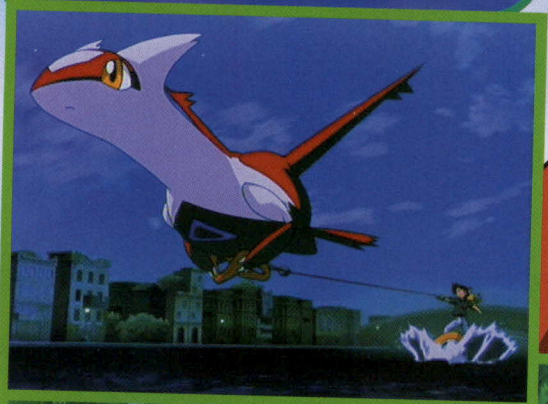


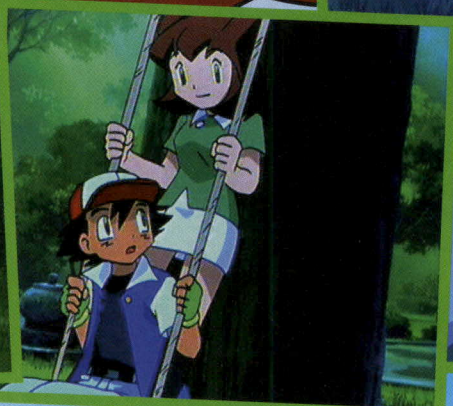
LATIOS

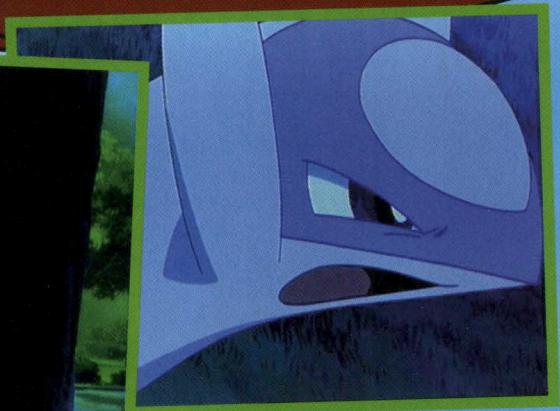
AS ONE OF the guardians of Alto Mare, Latios takes his job of guarding the city's Soul Dew very seriously. He's the blue and white Pokémon, the male of the two, and more serious than Latias. He finds it hard to trust Ash but later accepts him as a friend. Latios and Latias both have sight-sharing ability, where Latias can see and show others what Latios is seeing, no matter where he is. They also have the ability to camouflage themselves, turning invisible so they can travel freely throughout the city. In fact, we first see this ability at the start of *Pokémon Heroes* when Latios and Latias interfere in the Tour D'Altomare race and stop our hero Ash from falling into a building when his pod goes wildly off course!

LATIAS

LATIAS IS THE red and white of the duo, the female of the group and more playful than Latios. Latias also has the ability to take on whatever form she wishes and often morphs into the image of Bianca, her best friend. However, she's not completely safe in human form as her body temperature is lower than the average human's, something Annie and Oakley use to their advantage when they try to find the legendary Pokémon! She also can't speak when in human form and has to use sight-sharing to try and communicate with Ash. Individually, Latios and Latias are formidable, but together they can use the extremely powerful Luster Purge attack, something that comes in useful when the city of Altomare comes under threat from something far bigger than Annie and Oakley...

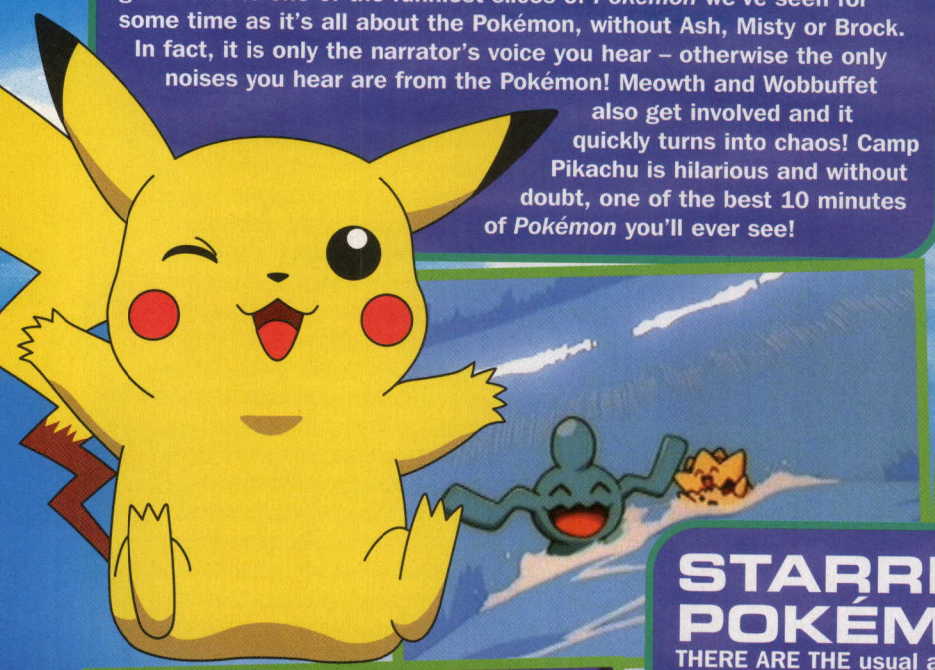


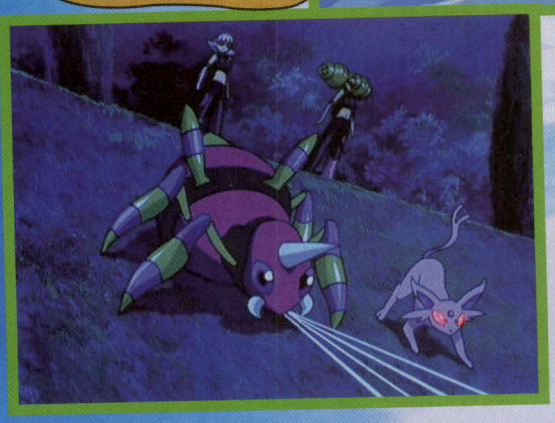




CAMP PIKACHU

IN THE EXTRAS menu, you can find a quiz on *Pokémon Heroes*, film footage of the *Pokémon* team scouting for locations in Venice, how the special effects for Latios and Latias were done, and more! However, it's 'Camp Pikachu' that's the best extra that we've seen for a while, let alone on this DVD! When Pichu misses the train, it's up to Pikachu, Volbeat and the gang to make sure they catch it before it leaves for good! This is one of the funniest slices of *Pokémon* we've seen for some time as it's all about the Pokémon, without Ash, Misty or Brock. In fact, it is only the narrator's voice you hear – otherwise the only noises you hear are from the Pokémon! Meowth and Wobbuffet also get involved and it quickly turns into chaos! Camp Pikachu is hilarious and without doubt, one of the best 10 minutes of *Pokémon* you'll ever see!





STARRING POKÉMON!

THERE ARE THE usual array of Pokémon for you to spot during the film, from Team Rocket's Wobbuffet to Ash's Pikachu, and so we don't ruin the fun for you, we won't give away too many details! However, apart from Latios and Latias, it's actually the Pokémon belonging to Annie and Oakley that get the most screentime – Ariados and Espeon. Ariados is a spider Pokémon that uses Nightshade to bring down its opponents, while Espeon is a psychic Pokémon with a cool design!

NO PROMO CARDS

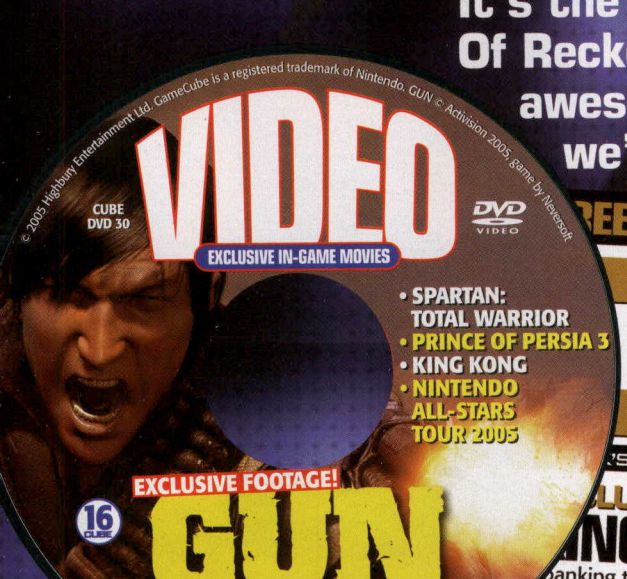
WHEN POKÉMON HEROES was released in the United States, it came with two promo cards, for the Pokémon Latios and Latias. Unfortunately, not only did we have to wait two years for *Pokémon Heroes* to be released over here but the DVD doesn't contain the promo cards! This is obviously a shame for all Pokéfans and just another example of how we've been jipped out of the extras that American and Japanese fans can look forward to. If you want to grab these rare cards you'll have to buy an American copy of the DVD and import it.

Latias
70 HP
Super Psy 10
Searing Flame 20
Flip a coin. If heads, the Defending Pokémon is now Burned.
Latios
80 HP
Super Psy 10
Freeze Dry 30
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

NO.1 FOR NINTENDO GAMECUBE

FREE DVD WITH CUBE ISSUE 49

It's the world exclusive review of WWE: Day Of Reckoning 2 and first play of Ubisoft's awesome King Kong movie tie-in. Once again we're first with the biggest games!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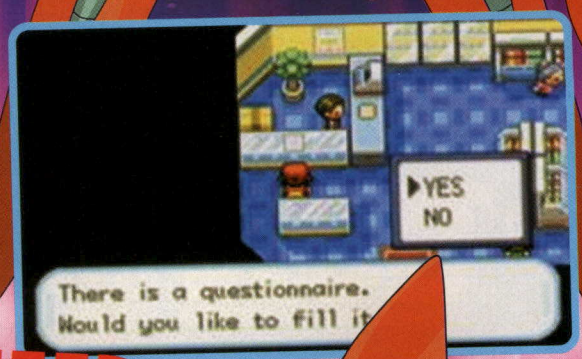
Note: Cover and content in CUBE magazine are subject to change

THE UK'S BEST NINTENDO MAGAZINE

DESTINY DEOXYS

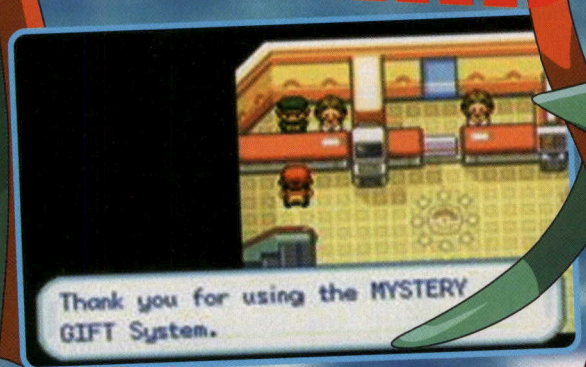
Fancy a shot at one of the rarest Pokémon of them all? Here's how...

ANY TRAINER CAN catch a Pidgey or a Rattata, most can handle evolutions with ease, and even the Legendaries can be snagged with a little patience and a lot of skill. But for space-dwelling Deoxys, Nintendo has presented trainers with probably the most complex task to date to add that vital extra monster to their Pokédexes. While the locations and dates at which Nintendo will make the Aurora Ticket available have yet to be confirmed, we're going to show how to prepare for that day, what to do with the ticket when you do finally get your hands on it, and just how to get Deoxys to show itself on the mysterious Birth Island!



Step 1: Preparation

THE FIRST THING you'll need to do if you want to catch the elusive Deoxys is unlock the Mystery Gift option from the title menu. To do this, pop along to any Pokémart and look for a piece of paper on the counter. Press Ⓐ next to it and you'll be given the chance to fill in a questionnaire, using four words in total. For this task, you'll need to enter the phrase 'LINK TOGETHER WITH ALL' – this should get the shopkeeper's attention and he'll tell you that you can now receive Mystery Gifts! Save your game and turn off your GBA. When you turn it back on, you should see the Mystery Gift option below New Game and when you select it, you'll be given the choice of Wonder Gift or Wonder News. To get the Aurora Ticket, you'll need to select Wonder Gift, but here's the bad news – this is where you'll need Nintendo's help. Only by linking to one of their Aurora Ticket Stations (which will be made available at an as-yet unknown event) will you be able to get your ticket to Birth Island!



Step 2: Obtaining & Using The Aurora Ticket

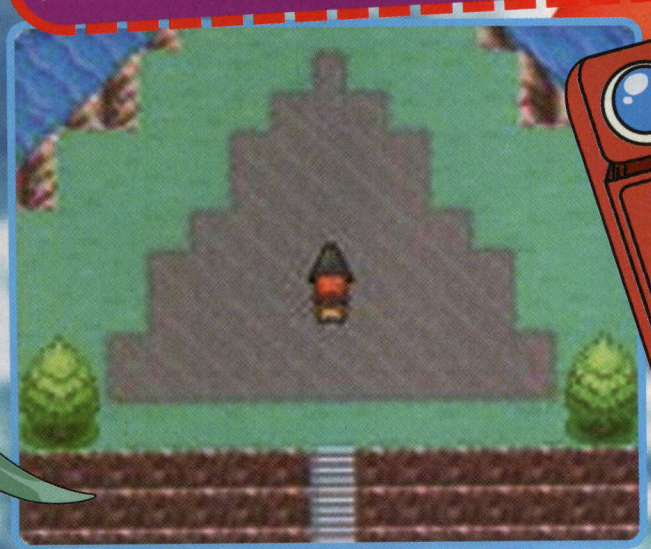
DONE THAT? AWESOME. The next step is to head to any Pokémon Centre and go upstairs. Talk to the man in the green hat on the left and you'll receive your ticket at long last! Again, save your game, then make tracks for Vermillion City harbour. In order to reach Birth Island, you'll need to have the Rainbow Pass – this means you'll need to have beaten the Elite Four and delivered the Ruby to Celio on One Island. If you've done that, Birth Island should appear as a new destination on the list of islands – so what are you waiting for? Select it and go get Deoxys!

Step 3: The Birth Island Puzzle

BUT OF COURSE it's not quite that simple. Waiting for you on Birth Island is a strange puzzle – without knowing what to do, it'd be a miracle if you ever managed to summon the mighty Deoxys but luckily, we can walk you through it step by step. See that strange pyramid on the patch of dirt? Save your game, wander up to it from below and press Ⓐ to start the strange puzzle, followed by this long string of commands:

Press ◀ five times, ▼ once then press Ⓐ.
Press ▶ five times, ▲ five times then press Ⓐ.
Press ▶ five times, ▼ five times then press Ⓐ.
Press ▲ three times, ◀ seven times then press Ⓐ.
Press ▶ five times then press Ⓐ.
Press ◀ three times, ▼ twice then press Ⓐ.
Press ▼ once, ◀ four times then press Ⓐ.
Press ▶ seven times then press Ⓐ.
Press ◀ four times, ▼ once then press Ⓐ.
Press ▲ four times and press Ⓐ.

If you did all that correctly, Deoxys should appear and battle you! Just like any other Pokémon, you'll need to weaken and inflict some kind of status ailment on Deoxys before bombarding him with Ultra Balls. Or, if you've still got a Master Ball, just chuck that at him and make the process a whole lot easier! The very best of luck to you!

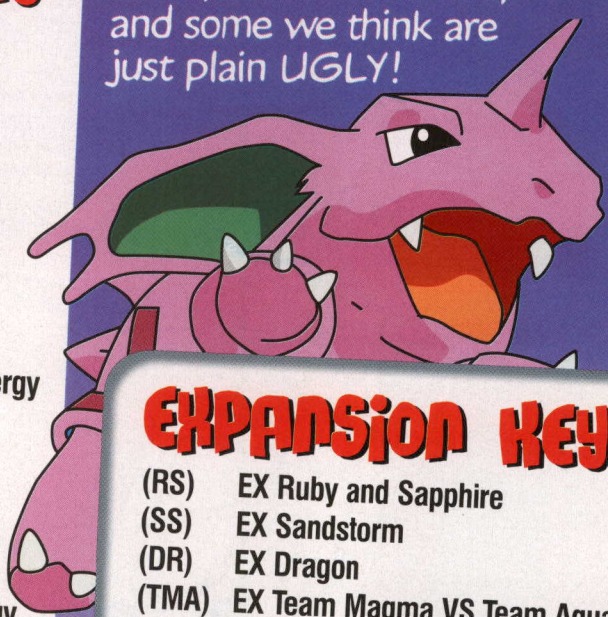


DEOXYS emerged from a virus that came from space. It is highly intelligent and wields psychokinetic powers. This Pokémon shoots lasers from the crystalline organ on its chest.

Vileplume ex
140 HP
STAGE 2
Block Dust
As long as Vileplume ex is your Active Pokémon, your opponent can't play any Trainer cards (except for Supporter cards) from his or her hand.
Special Formula
50
Flip a coin. If heads, the Defending Pokémon is now Asleep and Poisoned. If tails, the Defending Pokémon is now Confused.

EX Pokémon Exciting, Excellent,

We give you the inside info on some of the good cards, some of the bad, and some we think are just plain UGLY!



ENERGY KEY

(F)	Fire Energy
(W)	Water Energy
(E)	Electric Energy
(Ft)	Fighting Energy
(P)	Psychic Energy
(G)	Grass Energy
(D)	Darkness Energy
(S)	Metal Energy
(D/M)	Dark/Metal Energy
(DRE)	Double Rainbow Energy
(R)	Rainbow Energy
(B)	Boost Energy
(H)	Heal Energy
(M)	Multi Energy
(SC)	Scramble Energy
(DM)	Double Magma Energy
(DA)	Double Aqua Energy
(DR)	Double Rocket Energy

EXPANSION KEY

(RS)	EX Ruby and Sapphire
(SS)	EX Sandstorm
(DR)	EX Dragon
(TMA)	EX Team Magma VS Team Aqua
(HL)	EX Hidden Legends
(FRLG)	EX FireRed and LeafGreen
(TRR)	EX Team Rocket Returns
(DX)	EX Deoxys
(EM)	EX Emerald

EX POKÉMON HAVE been with us for a long time now, ever since EX Ruby and Sapphire was first released, and that's over two years ago now! In that time we have been excited by their power and heavy-hitting attacks, exasperated when they get knocked out and our opponent gains two prize cards, and exhausted thinking up ways to utilise these Pokémon without losing the game!

Some have promised much and delivered little. EX Mewtwo springs to mind here – it won London State in 2004 but is virtually unplayed now due to newer cards making it too easy to kill. So with EX Pokémon causing such a stir and a with a change to the Modified Format imminent, we felt it was time to reveal a few of the EX Pokémon we think are good, bad or just plain ugly!

Metagross ex
150 HP
STAGE 2
Metal Reversal
40
Before doing damage, you may choose 1 of your opponent's Benched Pokémon and switch it with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch. If you do, this attack does 40 damage to the new Defending Pokémon.
Extra Comet Punch
50+
During your next turn, Extra Comet Punch does 50 damage plus 50 more damage.

Muk ex
100 HP
STAGE 1
Poké-BODY
Toxic Gas
As long as Muk ex is your Active Pokémon, ignore all Poké-Powers and Poké-Bodies other than Toxic Gas.
Poison Breath
10
The Defending Pokémon is now Poisoned.
Slimy Water
40+
Does 40 damage plus 10 more damage for each Energy in the Defending Pokémon's Retreat Cost (after applying effects to the Retreat Cost).

Muk EX's attacks are not powerful enough to make it playable!

Wailord ex
200 HP
STAGE 1
Super Deep Dive
If you don't have any Benched Pokémon, this attack does nothing. Remove 3 damage counters from Wailord ex. Switch Wailord ex with 1 of your Benched Pokémon.
Dwindling Wave
100-
Does 100 damage minus 10 damage for each damage counter on Wailord ex.

Sneasel ex
90 HP
Drag Off
10
Before doing damage, you may switch 1 of your opponent's Benched Pokémon with the Defending Pokémon. If you do, this attack does 10 damage to the new Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.
Dark Ring
30+
Does 30 damage plus 10 more damage for each of your Pokémon in play.

Gardevoir EX is one of the most powerful cards around and can deal very heavy damage!

Explosive!

THE GOOD

These cards are just so amazing that they have been used over and over again in tournament winning decks. They have plenty of power and can also be very difficult to get hold of as players generally do not want to part with them.

GARDEVOIR EX

Here we have a powerhouse Pokémon from 2003's EX Sandstorm set that has just kept on going and going. Gardevoir EX, working together with Gardevoir from EX Ruby and Sapphire and the new Gardevoir from the EX Emerald set, forms the basis for a formidable deck archetype that has evolved as new sets have appeared. It may not be the most exhilarating EX Pokémon out there but it is always a threat at Organised Tournaments and usually places well.

This year Peter Callaway came second in the 10-and-under category at the UK Nationals, playing a deck based around Gardevoir and Gardevoir EX. Shane Herridge who was just pipped into third place in the 11-14s category also played a Gardy deck.

Gardevoir EX deserves its place in our good list due not only to its longevity (2 years on and it's still being played) but also its ability to hit hard from turn 2 onwards if you use rare candy and boost energy.

ZAPDOS EX, ARTICUNO EX AND MOLTRES EX

All the EX Birds from FireRed LeafGreen have an interesting PokéPower called 'Legendary Ascent'. This power allows you to play them from your hand to your bench, swap the now-benched bird with the active Pokémon and suck up as much of the energy from the other Pokémon on your side of the table to your now-active bird as you want!

They are great for a sucker punch; playing an unexpected 110hp Pokémon from your hand and sucking up all the energy on the table is fantastic. Zapdos EX is the one we like the best, as it allows you to discard an energy to do an extra 20 damage lifting its 50 damage attack to 70! If you can combine these EX birds with cards that allow you to attach more than one energy card a turn and draw into more energy, you're onto a winner.

Chris McGivern won this years UK Nationals playing a 'Bird Deck'. Zapdos EX was the main attacker, backed up by Moltres EX and other support Pokémon. If you want to see the deck list Chris used to beat the best on our fair shores then grab a copy of last month's *Pokémon World* (the milestone #50 no less).

ROCKET'S SNEASEL EX

Now here's an EX Pokémon that really didn't grab peoples attention until people started to combo it with Dark Dragonite and Dark Electrode. With a bench full of Dark Pokémon and loaded with Dark Energy, Rocket's Sneasel EX can do up to 120 damage in one attack and with Dark Electrode finding Dark Energy from your deck and Dark Dragonite moving those around DragTrode decks, we're not surprised that this was the most played deck at UK nationals this year.

Nicholas Fotheringham won the 11-14 age group at the UK Nationals this year playing a deck based around Rocket's Sneasel EX with Dark Electrode and Dragonite as its support Pokémon. Again if you want to see the deck list you'll need to grab a copy of the terrific *Pokémon World* #50.

THE BAD

LAPRAS EX, MAGMAR EX, SCYTHER EX

So here we have a bunch of EX Pokémon from the first EX set out of Ruby and Sapphire and they are showing their age. These cards have not only been replaced by the newer, bigger, better EX Pokémon in the latest sets, they were never much good in the first place!

Lapras EX is just underpowered as an attacker and never saw any competitive play. Magmar EX almost made it into our ugly pile here at *PW*, because it looked like a new version of the classic Fossil set Magmar, but it never made the grade at all. Scyther EX too, had a great name to live up to but unfortunately it hasn't.

Nice to look at they maybe, but these EX Pokémon just don't make it in the current modified format. We recommend you avoid these bad EX Pokémon.

Deoxys ex
90 HP
BASIC
Poké-Power
Form Change
Once during your turn (before your attack), you may search your deck for another Deoxys ex and switch it with Deoxys ex. (Any cards attached to Deoxys ex, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Deoxys ex on top of your deck. Shuffle your deck afterward. You can't use more than 1 Form Change Poké-Power each turn.
Psychic Shield 50
Prevent all effects of attacks, including damage, done to Deoxys ex by your opponent's Pokémon-ex during your opponent's next turn.

Zapdos ex
110 HP
BASIC
Poké-Power
Legendary Ascent
Once during your turn, when you put Zapdos ex from your hand onto your Bench, you may switch 1 of your Active Pokémon with Zapdos ex. If you do, you may also move any number of basic Energy cards attached to your Pokémon to Zapdos ex.
Electron Crush 50+
You may discard an Energy card attached to Zapdos ex. If you do, this attack does 50 more damage.

Zapdos EX is so quick and powerful it is used in many top decks!

Lapras ex
110 HP
BASIC
Energy Ball 10+
Does 10 damage plus 10 more damage for each Energy attached to Lapras ex but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.
Confuse Ray 30
The Defending Pokémon is now Confused.

Mewtwo EX showed good promise but is too easy to kill!

THE UGLY

So here is our list of the EX Pokémon that never really quite make the grade in our opinion.

Blastoise EX

Now here's a Pokémon that we all thought would change the game and hasn't quite delivered, hence it's placing here with the ugly squad. Way back in the mists of time there was a big blue water Pokémon that caused fear wherever it went. It was Base Set Blastoise, and it's 'Raindance' Pokémon power could shower water energy from your hand onto any Pokémon you had in play. Sadly, Base Set left the modified tournament format years ago and since then Water Pokémon trainers have been waiting for the return of a decent Blastoise and that amazing Raindance Pokémon power.

We at *Pokémon World* thought our prayers were answered when in September 2004 the 'Toise was back in town but it seems we were mistaken. Blastoise EX with it's 'Energy Rain' PokéPower seemed to have brought Raindance back and combo'd with Quagsire, so we thought we were onto a winner. Unfortunately that was not to be and although Blastoise decks have done well, they are fragile and need a very skilled player to make them work. The addition of one damage counter to the Pokémon you 'Energy Rain' Water Energy onto has made it hard to use the big turtle without damaging too much, whatever Pokémon you place the energy onto. Add to that the problems with getting Water Energy into your hand and you can see that Blastoise EX is just a bit too hard to build a deck around.

Rayquaza ex
100 HP
BASIC
Poké-Power
Dragon Boost
Once during your turn, when you put Rayquaza ex from your hand onto your Bench, you may move any number of basic Energy cards attached to your Pokémon to Rayquaza ex.
Spiral Blast 20x
Does 20 damage for each basic Energy card attached to Rayqu

Rayquaza EX was used to great effect when combined with Blaziken RS and Ampharos EX!

Magmar ex
90 HP
BASIC
Smokescreen 10
If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.
Super Singe 40
The Defending Pokémon is now Burned.

Latios ex
100 HP
BASIC
Energy Stream 10
Flip a coin. If heads, search your discard pile for a basic Energy card and attach it to Latios ex.
Luster Purge 100
Discard 3 Energy attached to Latios ex.

Mewtwo EX

It pains us to place Mewtwo into the ugly squad but he just doesn't cut the mustard anymore. After Ben Ward took it to a surprise win at London State in 2004 many thought Mewtwo EX may have had a future, but as Ben admits it was the Wobbuffet that won the day there and Mewtwo often took second place to them. Again, here's an EX Pokémon that promised so much and heralded a potential return of the 'sponge deck' (a deck designed to suck energy up from the discard pile to quickly power itself up). However, Mewtwo EX was out evolved by newer and more exciting EX Pokémon from the newer sets.

Metagross EX

A big metal spider with the potential for 100 damage a turn and 150 HP and able to use metal energy – surely we are mistaken by adding it to our ugly list? Well, no, we're not mad. Unfortunately, Metagross EX has a few problems that really hinder it.

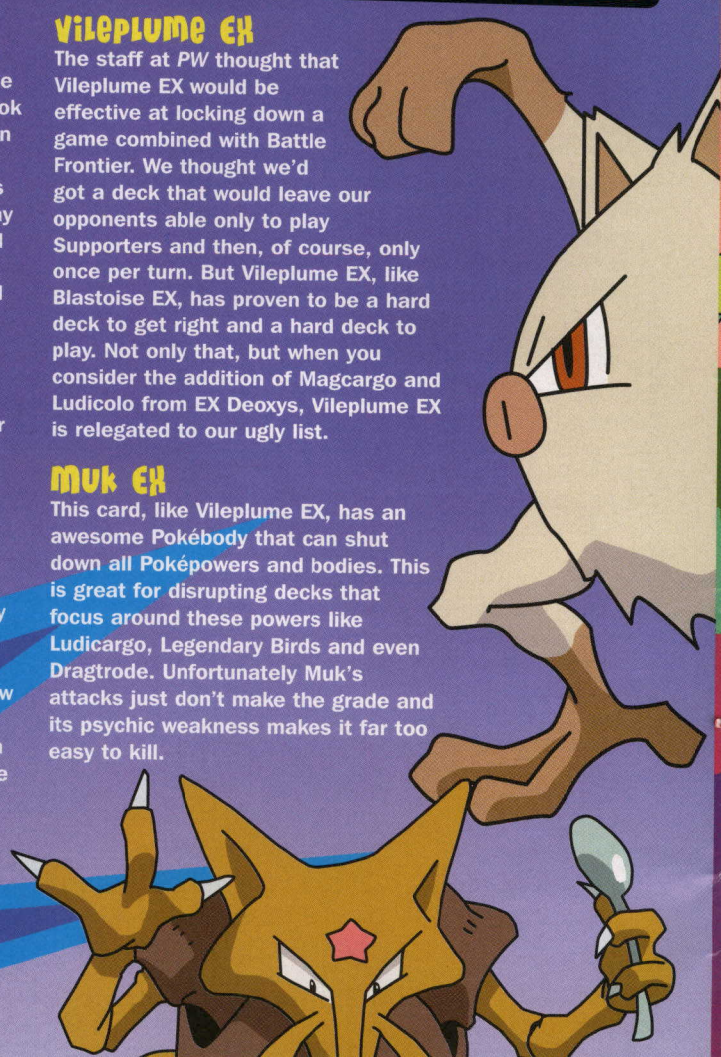
Firstly you need four energy on him before you can start taking advantage of that 50 + 50 damage attack, and secondly, by turn four he is going to be toast from the Dark Dragonite/TR Sneasel EX decks or Blaziken EX! Another nearly-made-it EX Pokémon that remains on our ugly list.

Vileplume EX

The staff at *PW* thought that Vileplume EX would be effective at locking down a game combined with Battle Frontier. We thought we'd got a deck that would leave our opponents able only to play Supporters and then, of course, only once per turn. But Vileplume EX, like Blastoise EX, has proven to be a hard deck to get right and a hard deck to play. Not only that, but when you consider the addition of Magcargo and Ludicolo from EX Deoxys, Vileplume EX is relegated to our ugly list.

Muk EX

This card, like Vileplume EX, has an awesome Pokébody that can shut down all Poképowers and bodies. This is great for disrupting decks that focus around these powers like Ludicargo, Legendary Birds and even Dragtrode. Unfortunately Muk's attacks just don't make the grade and its psychic weakness makes it far too easy to kill.



Pre-release tournaments

WITH THE NEW EX Unseen Forces expansion about to arrive in the UK, there are just loads of Pre-Release tournaments happening up and down the country. Here is the full list of tournaments for you to place in your diary.

13 AUGUST 2005
Crawley EX Unseen Forces Pre-release
St Edward The Confessor Social Club
Hillcrest Close
Pound Hill
Crawley – RH10 5EQ

Doors open 10am
Pre-registration required phone Ian on 07941 411599
further details at http://www.southeastchallenge.com
Entrance Fee £15
10 Booster packs to each player GUARANTEED

13 AUGUST 2005
Crewe EX Unseen Forces Pre-release
Crewe Market
Earle Street
Crewe
Cheshire

Doors open: 10:30 AM
For details tel: Tom Snook 01270 509881

13 AUGUST 2005
EXeter EX Unseen Forces Pre-release
Clifton Road Games
16 Clifton Road
Exeter
Devon
EX1 2BR

Doors open 11am
Entrance Fee £15
Tel/Fax: 01392 259 988
E-mail: mail@cliftonroadgames.co.uk
www.cliftonroadgames.co.uk

13/14 AUGUST 2005
Falkirk EX Unseen Forces Pre-release
MEGAZONE
102-104 Graham's Road
Falkirk
FK2 7BZ

Doors Open 12pm
Entrance Fee: £12 for one event, £20 for a weekend ticket

email: pokemon-tcg@blueyonder.co.uk
tel: 07745 539753

The venue is about a 5 or 10 minutes walk from Falkirk Grahamston train station.

13 AUGUST 2005
London EX Unseen Forces Pre-release
Homerton Library
Homerton High Street
Hackney
North London

Doors open 12pm
Entrance Fee £15
10 Booster packs to each player GUARANTEED

14 AUGUST 2005
Bournemouth EX Unseen Forces Pre-release
Purbeck Suite
Highcliff Marriott
St Michaels Road
Bournemouth

Doors Open 10am
Entrance Fee £15 10 Booster packs to each player GUARANTEED

14 AUGUST 2005
Norwich EX Unseen Forces Pre-release
Battlenet
2a Queens Road
Norwich
Norfolk

Doors open 10am
Entrance Fee £15 10 Booster packs to each player GUARANTEED

14 AUGUST 2005
Slough EX Unseen Forces Pre-release
Burger King
Slough High Street (1st Floor)
Berkshire SL1 1JP

Doors open 10am
Registrations 10-11am, first round 11pm prompt
door prizes as well as 'Clefairy's Mystery Raffle...' included in the price
£15 for the event, 10 packets now guaranteed for all entrants

16 AUGUST 2005
The Gamers Guild Rainham Kent EX Unseen Forces Pre-release
The Rainham and Wigmore Community Centre
Granary Close (Off Station Road)
Rainham
Kent ME8 7SG

Doors open 7pm
Entrance Fee £15 10 Booster packs to each player GUARANTEED

details at http://www.gamersguild.co.uk
or phone Ben on 07802 304543

16 AUGUST 2005
Mitcham League EX Unseen Forces Pre-release
MacDonalds
1 Majestic Way
Mitcham
Surrey

Doors open 6:15pm
Entrance Fee £12 10 Booster packs to each player GUARANTEED

20TH/21ST AUGUST 2005
Falkirk EX Unseen Forces Pre-release
MEGAZONE
102-104 Graham's Road
Falkirk
FK2 7BZ
Doors Open 12pm
email: pokemon-tcg@blueyonder.co.uk
tel: 07745 539753
Entrance Fee: £12 for one event, £20 for a "weekend ticket"

The venue is about a 5 or 10 minutes walk from Falkirk Grahamston train station. Sunday will feature a FREE Guru-ian raffle, so come along and enjoy the fun!

20 AUGUST 2005
Slough PlayerCon EX Unseen Forces Pre-release
The Wexham Court Parish Hall
Norway Drive
Slough
SL2 5QP

Time: doors open at 10:00am

Bottom Hall: Refreshments,Trade and Demo Area
Top Hall: Tournament Arena
details at http://www.theplayersclub.org.uk/ and http://www.southeastchallenge.com

Entrance Fee £15 10 Booster packs to each player GUARANTEED. Also unlimited and Modified side events throughout the day and the FAMOUS SOUTHEAST CHALLENGE LUCKY DIP!!

20 AUGUST 2005
Crewe EX Unseen Forces Pre-release
Crewe Market
Earle Street
Crewe
Cheshire

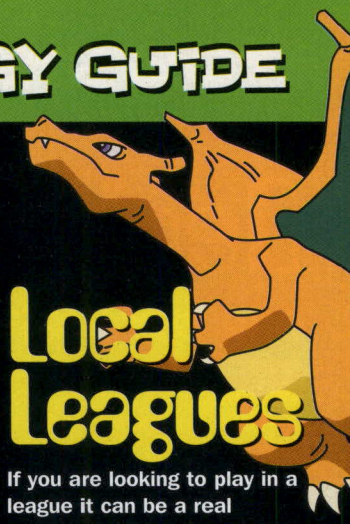
Doors open: 10:30 AM
For details tel: Tom Snook 01270 509881

27 AUGUST 2005
Manchester Fanboy 3 EX Unseen Forces Pre-release
17 newton street
Manchester
Greater Manchester

Doors open 1pm
Entrance Fee: £12-50 10 Booster packs to each player GUARANTEED
Contact: Jonathon Miller tel. 07903 381767 for details

28 AUGUST 2005
Bournemouth EX Unseen Forces Pre-release
Purbeck Suite
Highcliff Marriott
St Michaels Road
Bournemouth

Doors Open 10am
Cost £15 10 Boster packs to each player GUARANTEED



Local Leagues

If you are looking to play in a league it can be a real problem tracking down one in your area. However, we have now got a complete list of UK Leagues and have contact information for you. If you want to join the league just give the TO a call and they'll be able to tell you all about it.

BATTLENET POKEMON LEAGUE
Martin Banham
07817 980987

BOURNEMOUTH POKEMON LEAGUE
Russell Murray
07879 073525

CRAWLEY POKEMON
Ian Fotheringham
07941 411599

CLIFTON ROAD GAMES
Steve Crane
01392 259 988

LONDON POKEMON LEAGUE
John Hawkins
0208 533 7426

MCCBA UK
Dave Clayton
07770 952075

MEGAZONE
Gordon White
07745 539753

MITCHAM POKEMON LEAGUE
Dennis Hopgood
07956 802779

RAINHAM POKEMON LEAGUE
Ben Ward
07802 304543

SLOUGH POKEMON LEAGUE
Faisal Khan
07887 522927

THE PLAYERS CLUB
George Coker
07833107048 after 4 pm

TOM CREWE'S TRADING CARDS
Tom Snook
01270 509881

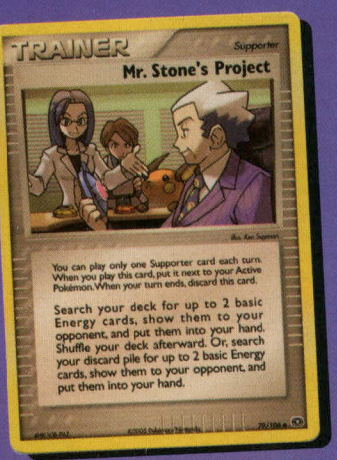
WATERFIELD SCHOOL POKEMON LEAGUE
Chris McGivern
01403 265467

Deck Designs

BAD BOY BLASTOISE

STRATEGY Since this Pokémon EX has enormous potential we have tried to build a deck to utilise this monster card. Delcatty (RS) is there to Energy Draw for additional cards whilst also filling your discard pile with energy. This energy can then be transferred back to your hand using Magnemite and then rained onto the arena using Blastoise's Energy Rain. This means that even though it may take a while to get set up, you can ensure a way of getting loads of energy in play extremely quickly. Magnemite also makes a good partner for Blastoise as it is not weak to Electric Pokemon and can do a lot of damage with its 10x-the-amount-of-energy-you-have-in-play attack!

Blastoise ex
150 HP
STAGE 2
Poké-POWER
Energy Rain
As often as you like during your turn (before your attack), you may attach a Water Energy card from your hand to 1 of your Pokémon. Put 1 damage counter on that Pokémon. This power can't be used if Blastoise ex is affected by a Special Condition.
Hyper Whirlpool
80
Flip a coin until you get tails. For each heads, your opponent discards an Energy card attached to the Defending Pokémon.


TRAINER
Supporter
Mr. Stone's Project
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Search your deck for up to 2 basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward. Or, search your discard pile for up to 2 basic Energy cards, show them to your opponent, and put them into your hand.

Magneton
70 HP
STAGE 1
Poké-POWER
Magnetic Field
Once during your turn (before your attack), if you have basic Energy cards in your discard pile, you may discard any 1 card from your hand. Then search for up to 2 basic Energy cards from your discard pile, show them to your opponent, and put them into your hand. You can't return the card you first discarded to your hand in this way. This power can't be used if Magneton is affected by a Special Condition.

Magneton's power is used to draw energy cards from the discard pile back to your hand!

DECK LIST

POKÉMON CARDS (23)
4x Dunsparce (SS)
4x Skitty (RS,44)
4x Delcatty (RS)
3x Magnemite (FRLG)
3x Magneton (DR,17)
2x Squirtle (FRLG)
3x Blastoise ex (FRLG)

TRAINER CARDS (17)
4x TV Reporter (DR)
4x Celio's Network (FRLG)
3x Rare Candy (SS)
3x Swoop! Teleporter (TRR)
2x Island Cave (HL)
1x Copycat (TRR)

ENERGY CARDS (20)
16x Water Energy
4x Lightning Energy

EX-tra Excitement

There are also a lot of new Pokemon in the latest expansion that have yet to prove themselves. Once the set rotation happens after the World Championships these EXs may well get to see a lot more play in tournaments.

Hariyama ex
110 HP
STAGE 1
Poké-BODY
Commanding Aura
As long as Hariyama ex is your Active Pokémon, your opponent can't play any Stadium cards from his or her hand.
Knock Off
40
Choose 1 card from your opponent's hand without looking and discard it.
Pivot Throw
80
During your opponent's next turn, any damage done to Hariyama ex by attacks is increased by 10 (before applying Weakness and Resistance).

HARIYAMA EX
This powerful monster has a number of positives with a very good Poképower that prevents Stadiums being played, and also a rather disruptive attack which gives you an opportunity to discard a card from your opponents hand. If Hariyama can get active quickly it can really pester your opponent as they struggle to find any cards to set up.

Crobat ex
130 HP
STAGE 2
Poké-POWER
Distortion
Once during your turn (before your attack), if Crobat ex is your Active Pokémon, you may put 1 damage counter on 1 of your opponent's Pokémon. This power can't be used if Crobat ex is affected by a Special Condition.
Cross Attack
20×
Flip 4 coins. This attack does 20 damage times the number of heads. If you get 2 or more heads, the Defending Pokémon is now Confused.
Pester
60+
If the Defending Pokémon is affected by a Special Condition, this attack does 60 damage plus 40 more damage.

CROBAT EX
This super Pokémon has a great attack that can do over 100 damage for just three energy. However, in order to do this damage your opponent must first be affected by a status condition requiring the use of another card to inflict status effects. With this in mind Crobat EX requires several turns before it can become effective. Once set up, this card can be very difficult to knock out.

Camerupt ex
120 HP
STAGE 1
Poké-BODY
Magma Armor
Camerupt ex can't be Asleep or Paralyzed.
Searing Flame
30
The Defending Pokémon is now Burned.
Eruption
60+
Each player discards the top card of his or her deck. This attack does 60 damage plus 20 more damage for each Energy card discarded in this way.

CAMERUPT EX
The latest expansion featured several good EX cards and Camerupt is one that really appealed to us. Its Pokébody prevents it from being poisoned or asleep and for two colourless energy Camerupt can do 30 damage and burn an opponent. Its other attack asks each player to discard a card from the top of their deck and does extra damage for each energy card found. This can work really well with Magcaargo's Smooth Over.

Medicham ex
110 HP
STAGE 1
Poké-BODY
Wise Aura
As long as Medicham ex is your Active Pokémon, each Pokémon (excluding Pokémon-ex) (both yours and your opponent's) can't use any Poké-Powers.
Pure Power
Put 3 damage counters on your opponent's Pokémon in any way you like.
Sky Kick
60+
If the Defending Pokémon has Resistance, this attack does 60 damage plus 40 more damage.

MEDICHAM EX
Also from the new expansion, Medicham EX also has the ability to shut down Poképowers making it very difficult for opponents who rely on this powers. However, it also means that you are unable to speed your setup with Magcargo's Smooth Over power. It can attack the bench at every turn and can also do a bit of extra damage if it meets any Fighting-resistant opponents.

COMPETITION

WIN! WIN! WIN!

ON POP PROMOTION POP PROMOTION POP PROMOT

EX Unseen Forces

Get your hands on a whole box of the very latest trading card expansion plus theme decks!

GETTING YOU HANDS on the very latest *Pokémon TCG* expansion has never been easier. EX Unseen Forces is due for release late August and to celebrate the launch we have teamed up with the guys from UK Cards And Games to give you an opportunity to win a complete box of cards (36 packets) and also one each of the two theme decks. UK Cards And Games is a new safe and easy online store offering a whole heap of *Pokémon* cards and collectables, along with other popular card games like *Yu-Gi-Oh!* and *DuelMasters*. They can be found on the web at ukcardsandgames.co.uk. or ukcardsandgames.com. To win this major prize all you need to do is answer the following easy question...

UKCG
UK CARDS AND GAMES
www.ukcardsandgames.co.uk

Q: How many cards are needed to make a legal tournament deck?

A: 40 **B: 50**

C: 60 **D: 70**

Now just send your answer in an email along with your full name, age and address to pwcompetitions@paragon.co.uk by 21 September 2005. Good luck!

EX UNSEEN FORCES

Rules and conditions: 1. All entries must be received by 21 September 2005 2.There is no cash alternative 3. The editor's decision is final and no correspondence will be entered into 4. No employee of Highbury Entertainment Ltd or any company with products on offer within this competition is eligible to enter 5. Only one entry per person, per competition 6. By entering, competitors agree to be bound by the rules and requirements of the competition 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

DESIGN A MONSTER

THERE'S NO SHORTAGE OF IMAGINATION AMONGST OUR READERS AS THESE WONDERFUL CREATIONS PROVE! IF YOU'D LIKE THE CHANCE TO SHARE YOUR POKÉMON DESIGNS WITH ALL THE OTHER READERS, THEN SEND YOUR PICTURE TO DESIGN A MONSTER, POKÉMON WORLD, HIGHBURY ENTERTAINMENT LTD, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET, BH1 2JS

MONSTER OF THE MONTH

Evolution: None

KINGUIN

01

Pokémon type: Ice / Water / Fire

Special attacks: Ice Beam, Surf, Fire Punch, Fury Attack

Brief Description: Kinguin is the king of Ice Pokémon and is extremely difficult to find. He is almost impossible to catch as he can freeze the Pokéball.

Joe Wong, age 11, Glasgow

POKÉMON WORLD STAR MONSTER

Evolution: None

TING TOE

02

Pokémon type: Psychic

Special attacks: Crystal Power, Crystallization, Crystal Blast, Crystal Cavern

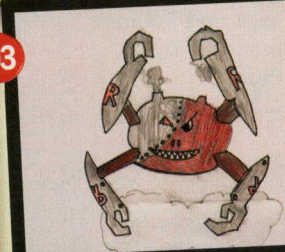
Brief Description: This Pokémon has the unique ability to crystallize its opponents!

Joshua, Guernsey

Evolution: Evolves from Geodude with Moonstone

DEMOLISHON

03



Pokémon type: Rock / Steel

Special attacks: Grenade, Atomic Beam, Quad Iron Punch, Hot Potato

Brief Description: This poor Pokémon was captured by Team Rocket and used for experiments. The result was a rage-powered cyborg with a Magma-based orb buried inside.

Alex Sutcliffe, age 10, Essex

DON'T FORGET TO INCLUDE YOUR FULL NAME, AGE AND ADDRESS WITH YOUR ENTRY, PLUS ALL THOSE MONSTER STATS!

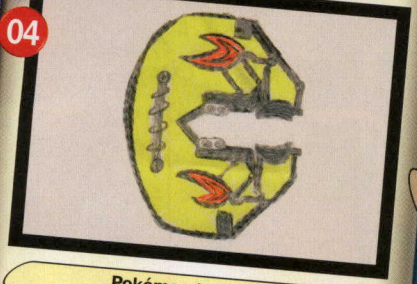
We're very sorry but we can't return your pictures, nor print pictures on lined or coloured paper, but keep checking *Pokémon World* in case they get printed!

DESIGN A MONSTER

Evolution: None

TECH DISK

04



Pokémon type: Steel

Special attacks: Hidden Power, Crunch, Flame Thrower

Brief Description: This small Pokémon is extremely rare and full of surprises.

Chris Brundrett

Evolution: None

ZEGO

05

Pokémon type: Fire / Water

Special attacks: Boomerang Spike, Flame Horn, Water Bomb, Hideout

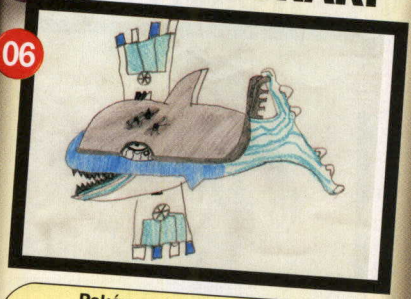
Brief Description: This Pokémon is very rare and can only be found in the Loch in Vermillion City!

Sarah Zycinski, age 10, Glasgow

Evolution: Breed Kyogre with Sharpedo

ROGRESHARP

06



Pokémon type: Water / Steel

Special attacks: Waterfall, Steel Wave, Rust, Super Surf

Brief Description: This Pokémon roams the sea eating any small fish. It is possessed by an evil spirit created by Team Aqua.

Andy Cannon, age 10, Yeovil

Evolution: Evolves from Charizard Lv 98

GROWLEB

07

Pokémon type: Fire / Flying

Special attacks: Wing Attack, Fire Breath, Fire Hands, Super Firefly

Brief Description: This Pokémon is a bit of a lonely guy and will get very angry if you ever go anywhere near him.

Niall Crossen, Antrim

Evolution: Evolves from Steelix

RAZORIX

08

Pokémon type: Steel

Special attacks: Gun Hand, Slice, Iron Tail, Axehair, Super Sythe

Brief Description: This Pokémon is very dangerous to humans as it stands 47 feet high and its claws are razor sharp. This Pokémon is very difficult to catch.

Addy Taylor, age 9, Swindon

Evolution: None

ARACHNADON

09

Pokémon type: Dark

Special attacks: Absorb. Paralyse, Silk Wrap, Tickle

Brief Description: This Pokémon lives in a dark cave and is known to reach the age of 800 years, making it very wise.

Lewis Semple, age 6, Lanarkshire

DESIGN A MONSTER

Evolution: None

WOMBY

10

Pokémon type: Ground / Flying

Special attacks: Scramble, Wing Scar, Piercing Screech, Dirt Throw

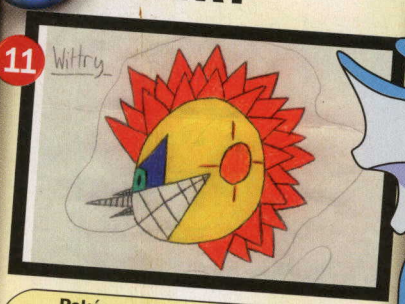
Brief Description: Womby can be found in Dark Cave or Rock Tunnel. It survives by licking moss off of the surrounding rocks.

Alexander Clark, age 10, Rotherham

Evolution: None

WITTRY

11



Pokémon type: Dragon / Electric

Special attacks: Thunder Whip, Thunder, Hurricane Slash, Zap Cannon

Brief Description: Wittry is found in forests beside mountains and loves playing tricks. He can stretch his tongue for miles.

Samuel Peace, age 14, Newhaven

Evolution: Evolves from Misdreavus at Lv 57

SHAIGHEI

12

Pokémon type: Dark / Ghost

Special attacks: Shadow Ball, Scare, Hypnotise, Nightmare

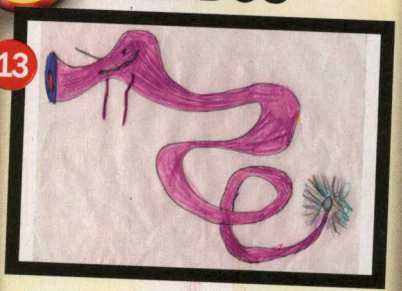
Brief Description: This Pokémon is extremely tricky to catch as it has the ability to transform into a mist, making things pass right through it.

Steven Parmenter, age 12, Essex

Evolution: Evolves from Gyarados with Light or Dark Stone

GULPDOS

13



Pokémon type: Water / Dark / Light

Special attacks: Light Whip, Spiral Blast, Psychic Shield, Dark Rage

Brief Description: If you try and catch this Pokémon it is likely to swallow you whole and spit you out. This Pokémon is much better than Deoxys!

Adam Dimmock, age 9, Cheltenham

Evolution: None

DEQUAZO

14

Pokémon type: Grass

Special attacks: Slash, Hyper Bite, Head Butt, Tail Strike

Brief Description: This Pokémon is a legendary dog and is so powerful that every time it wins a battle it levels up.

Alex Tyldesley, age 8, Bristol

IGN A MONSTER

Evolution: Breed Sneasel with Flygon

SNEAGON

15

Pokémon type: Dark / Flying

Special attacks: Tail Slash, Dark Death, Crush Claw, Exterminate

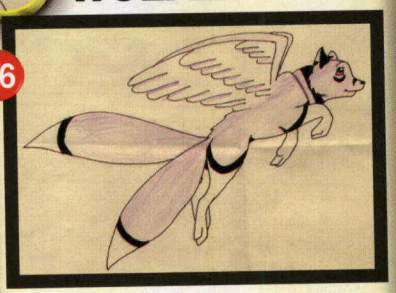
Brief Description: This Pokémon appears from nowhere and covers its enemies with its gigantic wings. This Pokémon can only be found in Sky City.

Callum Flett, age 9, Bristol

Evolution: None

WOLFLY

16



Pokémon type: Moonlight

Special attacks: Psybeam, Moonlight, Steel Wing, Lunar Tide

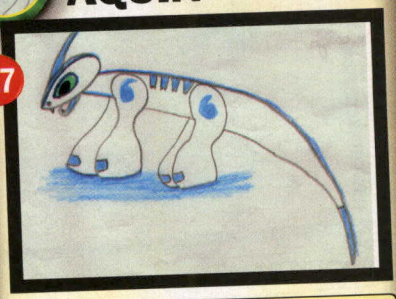
Brief Description: Wolfly is the moon itself. When there is no moon in the sky, this Pokémon roams the earth in search of friends. If captured, the moon will disappear!

Maria Cleary, age 15, South Yorkshire

Evolution: None

AQUIN

17



Pokémon type: Water

Special attacks: Aqua Wall. Slash, Wave, Submerge

Brief Description: This Pokémon lives in a cave deep in the ocean. It is extremely rare and very powerful!!

Jordan, age 9, Naith Park

Evolution: Breed Rayquaza with Deoxys

MEOMER DRAGON

18

Pokémon type: Psychic / Dragon

Special attacks: Dizzy Dance, Vine Strangle, Tail Smack, Element Beam

Brief Description: This legendary Pokémon mesmerises its opponent and then attacks. These Pokémon are usually found in groups and it is very rare to see one on its own.

Jack Corfield, age 10, Cardiff

DESIGN A MONSTER

Evolution: None

BEAT BAR

19

Pokémon type: Steel / Dark

Special attacks: Poison Sting, Ripping Fang, Bar Bash

Brief Description: Beat bar is as hard as three metal sticks!

Jamie Baker, age 9, Norfolk

Evolution: Evolves from Dicyono with Night Training

DIKRON

20

Pokémon type: Dark / Dragon

Special attacks: Deadly Dreamer, Pin Bed, Imprint, Cryptic Slash

Brief Description: Dikron is one of two Pokémon that can evolve from Dicyono. The other is called Likron.

Robert Smith, age 11, Cheshire

Evolution: None

ENEXEA

21

Pokémon type: Dark / Normal

Special attacks: Innocence, Flash Light, Dark Side, Sneak

Brief Description: Enexea came about by scientists trying to create the perfect Pokémon. This was achieved by mixing the DNA of Gengar and Chansey.

Kelly Gardiner, age 10, Wiltshire

Evolution: Evolves from Wobbuffet

KABATAH

22

Pokémon type: Solar

Special attacks: Thunder Beam, Apocolypse, Meditation, Xtender

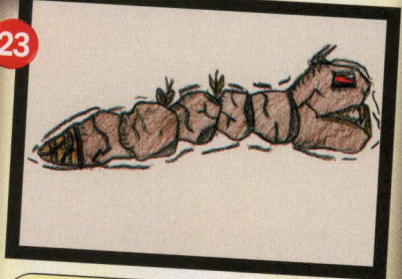
Brief Description: Kabatah's wings direct sunlight onto the tree bark antennas. This creates lightning to blast any enemies.

Mike Golding, age 11, Cardiff

Evolution: Breed Oddish and Onix

COMOROCK

23



Pokémon type: Grass / Rock

Special attacks: Tunnel. Earthquake, Iron Grip, Launch

Brief Description: When this Pokémon uses its launch attack it hurls itself at its opponent causing major damage. It can dig massive tunnels and can bash huge holes.

Isaac Twidale, age 10, Leicestershire

Evolution: Evolves from Sceptile when struck by lightning

PAITRIONE

24

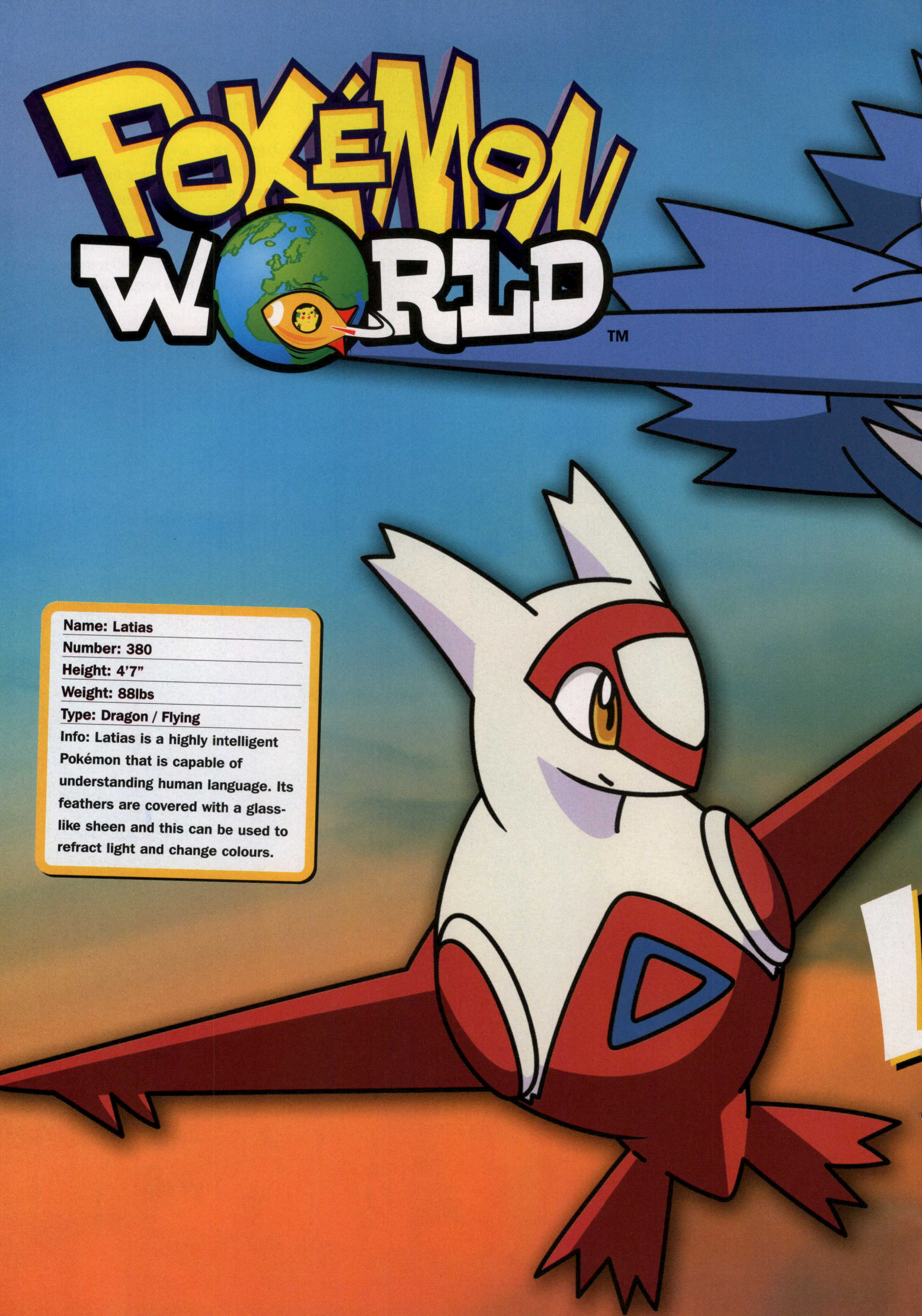
Pokémon type: Flying / Electric

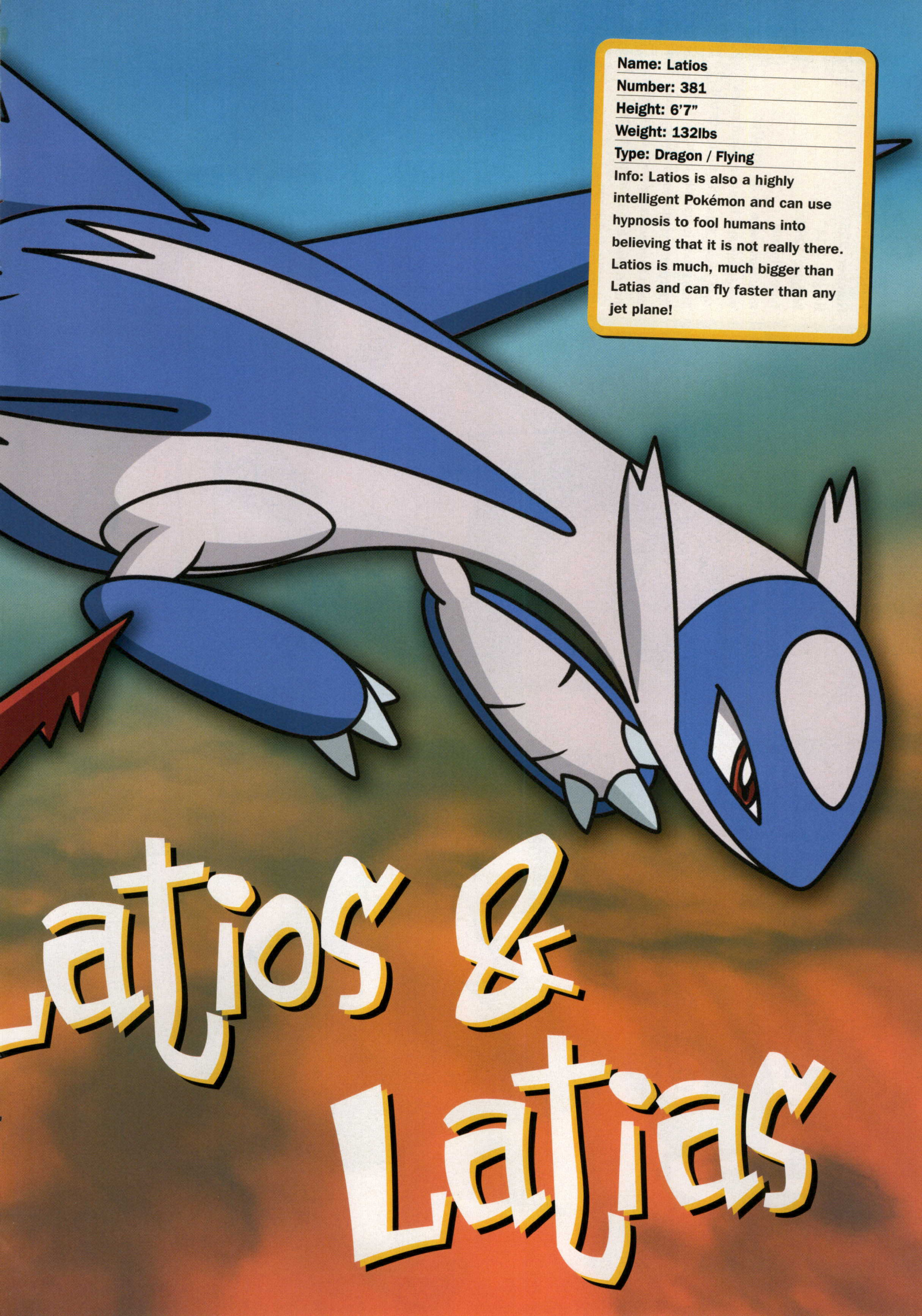
Special attacks: Messon Bomb, Swack, Sonic Purge, Phazon Destruction

Brief Description: Paitrione is a relative of Sceptile and is an amazing climber. Its tail is so sensitive it can sense the slightest movement or noise.

Alex Scott, age 10, Doncaster

POKÉMON WORLD
Name: Blaziken
Number: 257
Height: 6'3"
Weight: 115lbs
Type: Fire / Fighting
Info: Blaziken's flaming fists cause plenty of damage to opponents and its punches are capable of demolishing buildings. This fighting machine also has incredibly strong legs and can leap heights of about 30m easily!
BLAZIKEN


POKÉMON WORLD
TM
Name: Latias
Number: 380
Height: 4'7"
Weight: 88lbs
Type: Dragon / Flying
Info: Latias is a highly intelligent Pokémon that is capable of understanding human language. Its feathers are covered with a glass-like sheen and this can be used to refract light and change colours.


Name: Latios
Number: 381
Height: 6'7"
Weight: 132lbs
Type: Dragon / Flying
Info: Latios is also a highly intelligent Pokémon and can use hypnosis to fool humans into believing that it is not really there. Latios is much, much bigger than Latias and can fly faster than any jet plane!
Latios & Latias

POKÉMON WORLD
TM
Name: Smeargle
Number: 235
Height: 2'11"
Weight: 128lbs
Type: Normal
Info: Smeargle is an artistic Pokémon and has a special paint that oozes from the tip of its tail. This paint is usually used to mark its territory, although some have said that amazing cave drawings have also been painted by these amazing Pokémon.
SMEARGLE

BACK ISSUES

ONLY £4.99 (including p&p)

NEED TO COMPLETE YOUR POKÉMON WORLD COLLECTION? NO PROBLEM - WE'LL SEND THOSE CRUCIAL BACK ISSUES DIRECT TO YOUR DOOR!

Pokémon World Issue 45

The Nintendo DS is set to change videogames forever, and we've got all the information you could possibly want about it, and its forthecoming games! Plus we take a look at the POP promos, and feature all of your letters and pictures. Not only that, there's also three posters!

FREE Pokécopter for you flying pleasure!

Pokémon World Issue 46

As ever, Pokémon World is the first with all the big games, and this issue we delve into the stylus-based chunk of fun that is Pokémon Dash! As well as the usual posters, pictures, and letters, we start the road to the National TCG Championships, and report all the latest TCG developments!

FREE Remote-controlled car!

Pokémon World Issue 47

*This issue we play with the latest cards from the EX Deoxys expansion, plus we've got details on all the new cards and a full listing that includes all those hard to find * cards. As well as the usual great stuff, we've also got a look at the amazing history of Pokémon and a huge TCG section!*

FREE Puzzle book and dart game

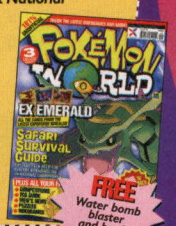
Pokémon World Issue 48

In this marvellous issue we take a gander at the State Championships in massive detail. As well as this, we have a peak at the fantastic upcoming Pokémon Emerald, which is sure to be treat! You can also expect all the usual puzzles, helpful tips and three great, giant Poké-posters.

FREE Book and water game!

Pokémon World Issue 49

In this incredible issue, we give you a once-in-a-lifetime Safari Survival Guide to the UK National Championships and an in-depth look at the terrific Ex Emerald TCG Expansion. As well as all the usual stuff, such as Pokémail and Pika-pics, we look at the brand-new Plug 'N' Play games.



FREE Water bomb blaster and book!

Pokémon World Issue 50

A milestone issue for us and boy do we show it! With a terrific report of the Pokémon TCG National Championships and an in-depth look at the brilliant Pokémon Emerald and all the usual goodness, this is certainly in with a shout of being the best issue of Pokémon World ever!

FREE Beach ball and book!

MISSED AN ISSUE?

Pokémon World Issue 51

Please tick which issues you want: ☐45 ☐46 ☐47 ☐48 ☐49 ☐50

YOUR DETAILS

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BACK ISSUE HELPLINE: 0870 444 8682

POKÉMAIL

Keep sending your letters – they make my day!

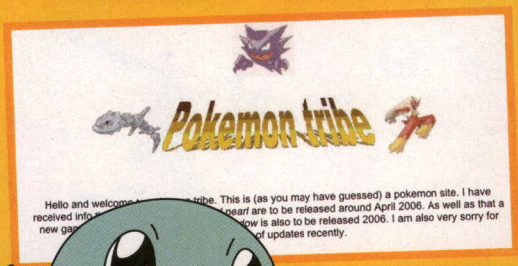
WE CAN'T WAIT TO READ YOUR POKÉMON THOUGHTS, JOKES AND QUESTIONS! AND THERE ARE SO MANY WAYS TO GET THROUGH TO US! IF YOU'RE SENDING PIKA-PICS AND LETTERS, SEND THEM INTO THE USUAL ADDRESS: POKÉMAIL/ PIKA-PICS, POKÉMON WORLD, HIGHBURY ENTERTAINMENT, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, BH1 2JS

Sorry, but we cannot reply personally to any letters sent to Faisal Khan, *Pokémon World*, Professor Yew or anything! Printed letters may be edited for space. The text number is for text messages only and is never answered as a phone number. Your text will cost you the regular text message amount. Please check with your mobile service provider.

SITE FOR SORE EYES

Dear *Pokémon World*,
I think your magazine is brill! I have, like many other Pokéfans, a website that wants to be advertised. This one is homepages.tesco.net/gaznchez/pokemontribehq. You may have guessed but I want it advertised on the Pokémail page, so hello all you Pokémaniacs! Come visit my site!
Owen Jones, age 13

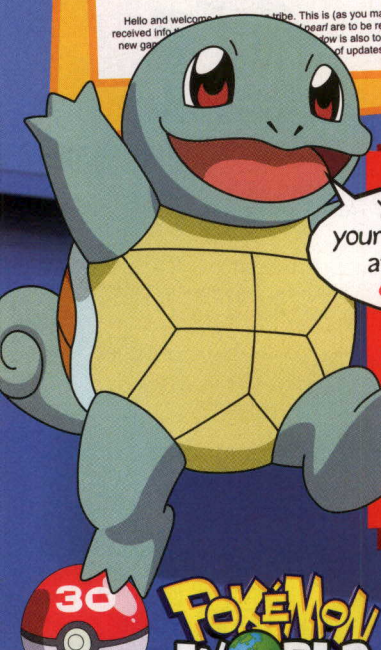
Nice site, Owen! It's always good to see Pokéfans building their own websites so they can share Poké-knowledge with other fans. We particularly like the comments from Pokémon on every page!



QUALITY NOT QUANTITY

Dear *Pokémon World*,
I have always thought that you don't need all the *Pokémon* things to be the greatest admirer. You could have just a little Weedle card or lots of collectables – you could equally love all Pokémon the same. I love your mag, even if everyone in my family thinks I'm too old for it.
Emma Rice, age 12, Devon

We couldn't agree more, Emma! Even if you've only got one Pokémon game or a few toys, you can love Pokémon just as much as someone with a house full of Poké-goodies! Sometimes it can be hard to find Pokémon toys and books, and sometimes they can be expensive, all of which makes it hard to build up a collection. And don't worry about being too old for Pokémon – you're never too old!



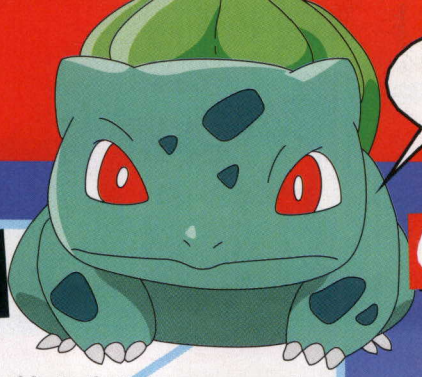
You can also get your letters to us online at pokemonworld@paragon.co.uk

AND NOW YOU CAN TEXT US ALL YOUR POKÉMON THOUGHTS ON 07941 921 854!

ART ADVICE

Dear *Pokémon World*,
I just love Pokémon! I have a complete Pokédex of all 386 Pokémon, about 37 Pokémon at level 100, and I've beaten the Pokémon League 298 times. By communicating with my friends it helps raise my Pokémon and help me have a complete Pokédex. My favourite Pokémon is Pichu because of its cuteness. Also, I know how to get Art in the Lilycove Museum. First you must go to a contest and enter a Pokémon in any contest you like, then go to the next contest and win. Then go to the next contest and win, and the next one, and do it once more and win again. You must start from the normal rank and you must not lose once!
Sebastian Marsh, Tredegar

Thanks, Sebastian! We'll give your Art-collecting method a try. Any other readers got some secrets tips to share? And congratulations on your gaming achievements – beating the Pokémon League nearly 300 times is really quite something!



Please keep your letters pouring in, as I can't get enough of them!

DEN DELIGHT!

Dear *Pokémon World*,
I really love *Pokémon* and hate that no-one seems to talk about it any more. I have loads of *Pokémon* things, but my favourite things are my two Charmander toys, my Bulbasaur toy (my first cuddly Pokémon) and my special Kyogre Game Boy. I have all the *Pokémon* Game Boy games except *FireRed*, *Ruby* and *Blue* (my brother has them). I've found some bargains at car boot sales, like four Pokémon for a pound, and my giant Blastoise for a pound at my brother's summer fair. I made a *Pokémon* den under my bed, but it got messed up. I really enjoy your magazine and I hope that it goes on forever.
Laura Helsby, 10
PS Can you ask Nintendo to make a Pokémon Centre over here please, since so many people clearly want one?

Wow! Sounds like quite a collection there! And you make a very good point about buying Pokémon *things from unlikely places like car boot sales – not everything comes from shops, of course! Your* Pokémon *den sounds cool – perhaps you could build another? And we'd love to see a Pokémon Centre in the UK as well. It seems a bit unfair that Pokéfans in America and Japan get to have all the fun. Let's hope the people who build Pokémon Centres are reading this!*

QUICK DRAW

Dear *Pokémon World*,
I love your magazine and I love *Pokémon*. I'm very interested in drawing and animation and would like to do it as a career when I'm older. Can you please tell me of a way of getting into doing this. I love making cartoon strips of *Pokémon* adventures. Please help me out because it's all I ever dream about doing!
Natalie Bishop, age 12, Hereford

Hi, Natalie! Thanks for sending in the terrific picture – it looks like you've already made the first steps to being a professional! The best thing you can do if you want to be a pro is keep drawing. Keep all your drawings and when the time comes to choose your GCSEs, remember to do art! After that there are all sorts of creative exams you can do and you could even try sending examples of your work to the companies that make your favourite comics and cartoons – but we're afraid Pokémon *World doesn't count because it's those clever people at Game Freak who design new Pokémon, not us! Good luck, Natalie – we're sure you'll be a hit!*

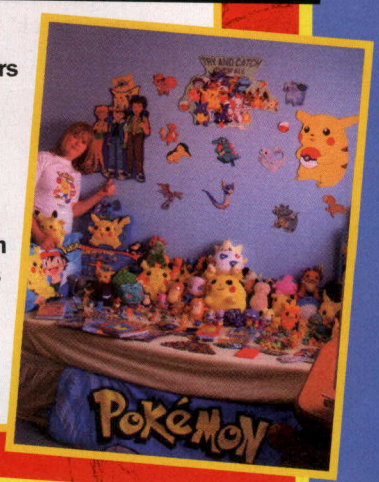
WHERE'S IT GONE?

Dear *Pokémon World*,
I have been trying to get your magazine as often as I can but I can't ever seem to find it any more. Occasionally the Co-Op has it but then they only supply every other issue. The issues I do get are brilliant but I haven't seen anything about the upcoming games *Pokémon XD* and *Pokémon Pearl* and *Diamond*. I have made a website completely dedicated to new *Pokémon* games – the address is www.freewebs.com/pokemon_xtra.
Christopher Mason, age 12, Welling

Hello, Christopher, and thanks for your letter. Sorry to hear that you're having trouble finding the magazine. The best way to make sure you get Pokémon World *every month is to fill in the form in the magazine and hand it to your local newsagent who can then ensure he gets a copy of the magazine every month just for you! And don't worry, there'll be plenty of coverage of XD,* Pearl *and* Diamond *as the news comes in – though people can always visit your website too!*

COLLECTOR'S CORNER

Sammy Maher from Rainham has been collecting Pokémon for four years and is holding her favourite, Pikachu, in this picture. She says she always tries to bring back something Pokémon-related from her holidays and buys a lot of things from the internet. We like the cut-out pictures on the wall!

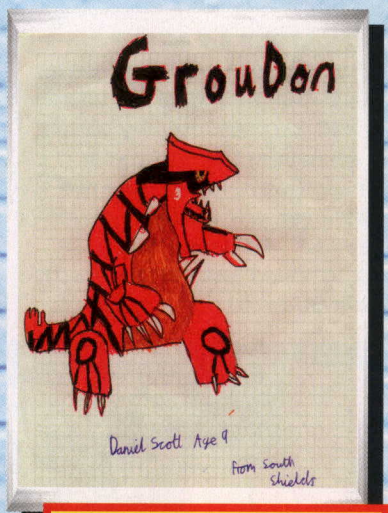


HAVE YOU GOT A COOL COLLECTION OF POKÉMON STUFF? SEND IN A PHOTO TO THE POKÉMAIL ADDRESS AND WE'LL SHOW THE WORLD!

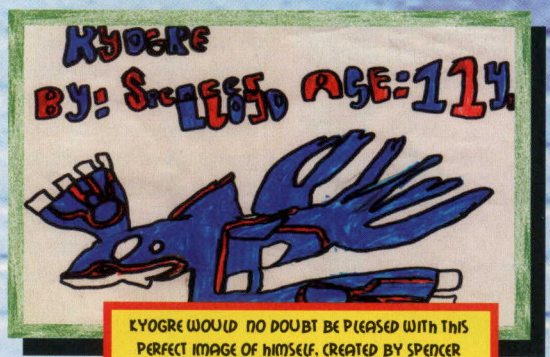
Pika-Pics

We've had a stunning amount of pictures sent in for Smeargle's gallery this month, but sadly we couldn't find space for them all. We want to thank everyone so much for all their great drawings. We've selected our favourites from all the talented young artists out there. Keep your pictures coming and share you favourite Pokémon drawings with your fellow Pokémon fans.

SEND YOUR DRAWINGS TO...
PIKA PICS,
POKÉMON WORLD,
HIGHBURY ENTERTAINMENT,
PARAGON HOUSE,
ST PETER'S ROAD,
BOURNEMOUTH,
BH1 2JS

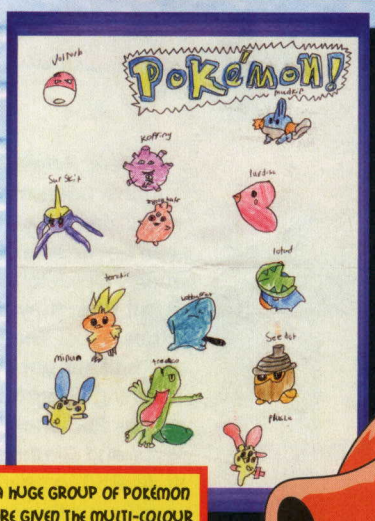


WHAT A TREMENDOUSLY ACCURATE PICTURE OF GROUDON BY DANIEL SCOTT, AGE NINE FROM SOUTH SHIELDS. WAY TO GO, DANIEL!



KYOGRE WOULD NO DOUBT BE PLEASED WITH THIS PERFECT IMAGE OF HIMSELF. CREATED BY SPENCER LLOYD, AGED ELEVEN.

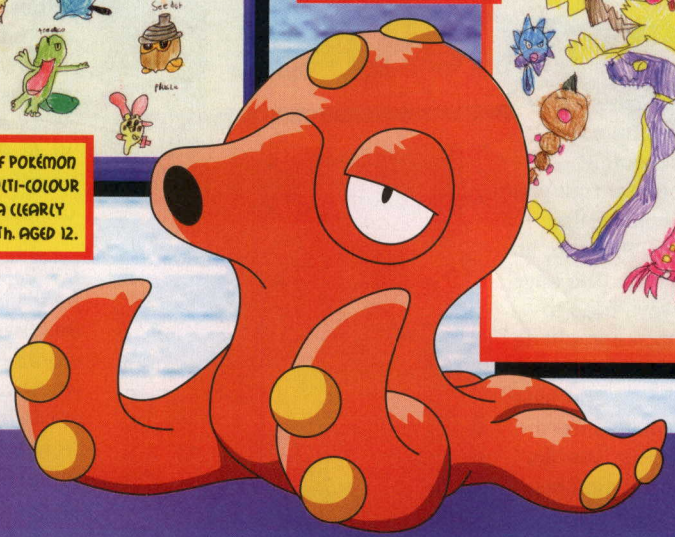
THIS RATHER DELICATE (AND DECIDEDLY PINK) DRAWING OF MEW IMPRESSED US A GREAT DEAL THIS MONTH. GOOD WORK, CAITLIN AULD!

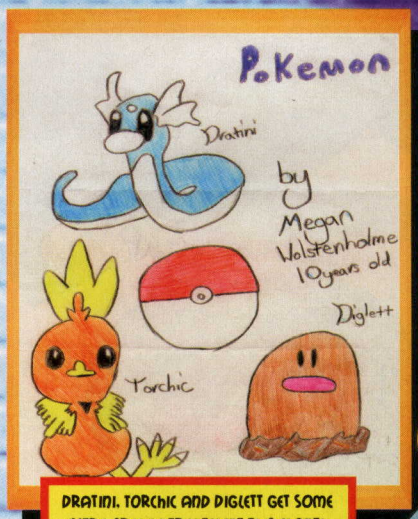


A HUGE GROUP OF POKÉMON ARE GIVEN THE MULTI-COLOUR TREATMENT BY A CLEARLY GIFTED BLAKE SMITH, AGED 12.

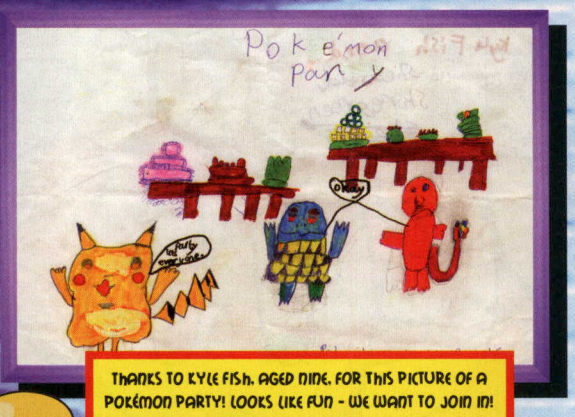
NICOLE WEIR, AGE 12, DREW THIS WONDERFUL ILLUSTRATION OF CHARIZARD LOOKING AS MEAN AND AS FORMIDABLE AS EVER!

SIX-YEAR-OLD MATTHEW COOK OF CHESHIRE DREW US THIS BRILLIANT PICTURE OF HIS FAVOURITE POKÉMON. WELL DONE, MATTHEW!

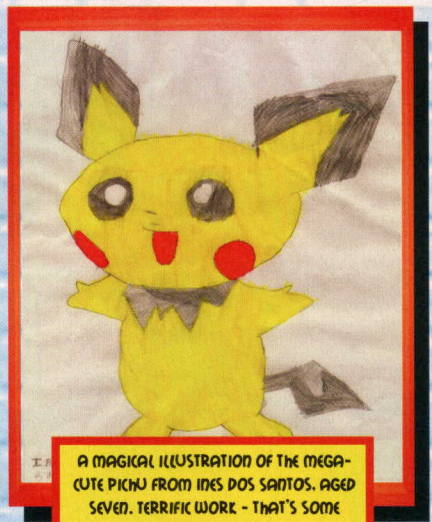




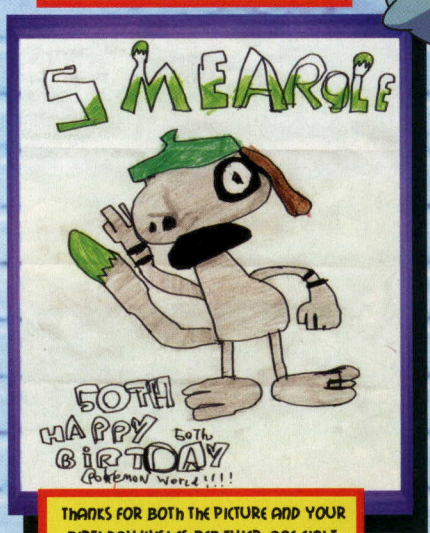
DRATINI, TORCHIC AND DIGLETT GET SOME EXTRA SPECIAL TREATMENT THIS MONTH BY A VERY TALENTED, TEN-YEAR-OLD MEGAN WOLSTENHOLME.



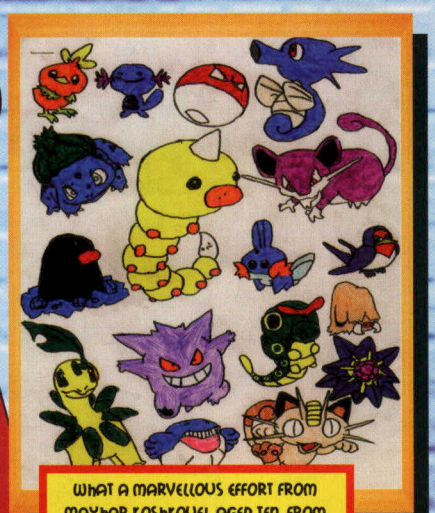
THANKS TO KYLE FISH, AGED NINE, FOR THIS PICTURE OF A POKÉMON PARTY! LOOKS LIKE FUN - WE WANT TO JOIN IN!



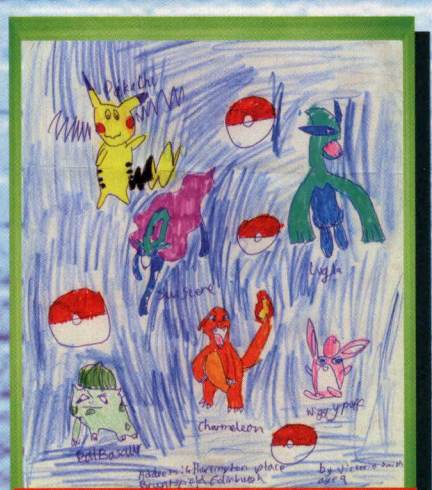
A MAGICAL ILLUSTRATION OF THE MEGA-CUTE PICHU FROM INES DOS SANTOS, AGED SEVEN. TERRIFIC WORK - THAT'S SOME TALENT YOU HAVE!



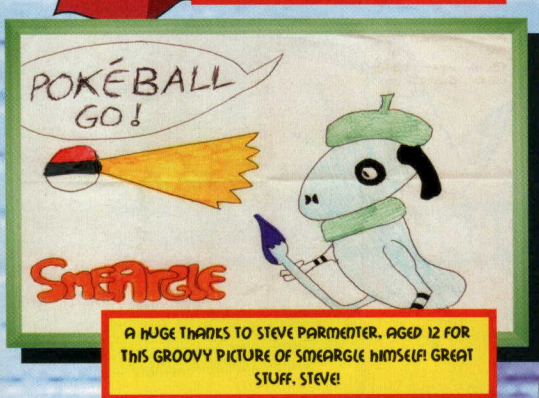
THANKS FOR BOTH THE PICTURE AND YOUR BIRTHDAY WISHES BEN TYLER, AGE EIGHT, FROM REDDITCH - WE'RE VERY TOUCHED!



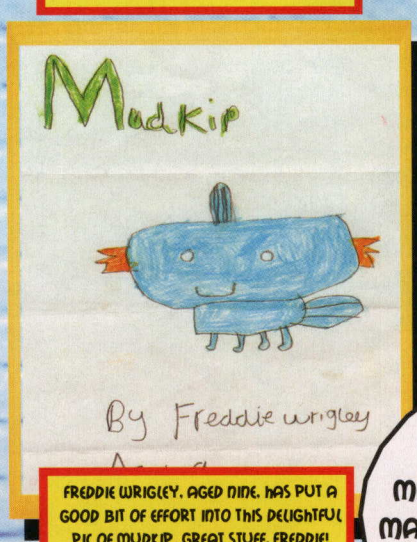
WHAT A MARVELLOUS EFFORT FROM MAYHAR KOSHKOUEI, AGED TEN, FROM SHEFFIELD. WHAT A BRIGHT BUNCH OF POKÉMON THAT IS!



VICTORIA SMITH FROM EDINBURGH, SCOTLAND, GAVE US THIS COLOUR-CHARGED PIC FULL OF HER FAVOURITE POKÉMON - WAY TO GO VICTORIA!



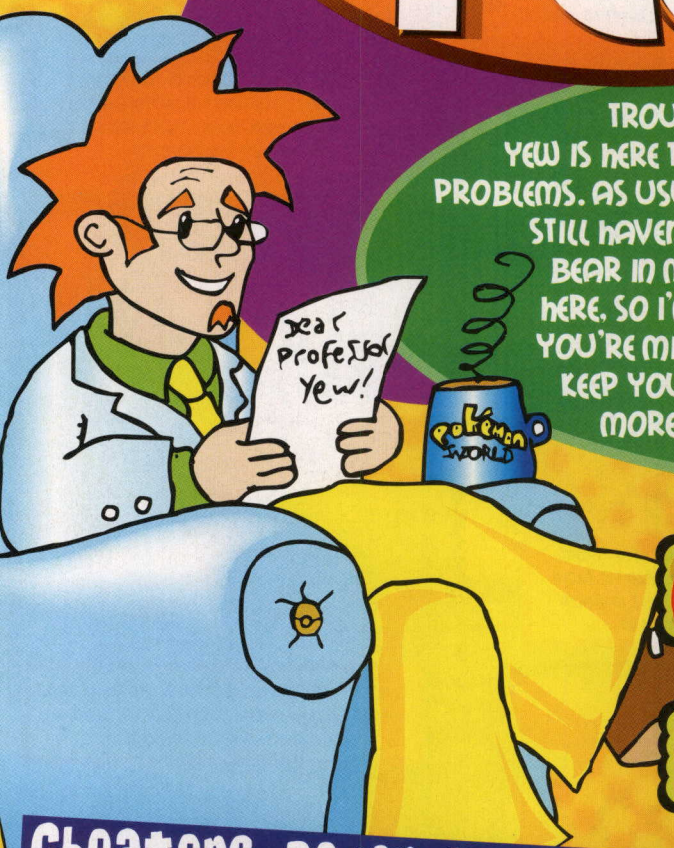
A HUGE THANKS TO STEVE PARMENTER, AGED 12 FOR THIS GROOVY PICTURE OF SMEARGLE HIMSELF! GREAT STUFF, STEVE!



FREDDIE WRIGLEY, AGED NINE, HAS PUT A GOOD BIT OF EFFORT INTO THIS DELIGHTFUL PIC OF MUDKIP. GREAT STUFF, FREDDIE!

SMEARGLE IS JUMPING FOR JOY BY ALL THE WONDERFUL DRAWINGS THIS MONTH. IT'S GREAT TO KNOW THERE ARE SO MANY TALENTED READERS OUT THERE!. PLEASE KEEP THEM COMING AS SMEARGLE WANTS TO FILL ALL HIS WALLS WITH YOUR POKÉMON PICTURES!

ask PROFESSOR YEW



GREETINGS, TROUBLED TRAINERS! ONCE AGAIN, PROFESSOR YEW IS HERE TO TRY AND SOLVE ALL YOUR POKÉMON-RELATED PROBLEMS. AS USUAL, I'VE BEEN READING YOUR LETTERS ALL MONTH BUT I STILL HAVEN'T GOT THROUGH ALL OF THEM! IF YOU'RE WRITING IN, PLEASE BEAR IN MIND THAT I HAVEN'T GOT MUCH SPACE TO ANSWER QUESTIONS HERE, SO I'M NOT REALLY ABLE TO PRINT LISTS OF WHICH POKÉMON YOU'RE MISSING - IF ONLY I HAD A BIT MORE SPACE TO PLAY WITH! KEEP YOUR QUESTIONS SHORT AND SWEET AND I'M MUCH MORE LIKELY TO BE ABLE TO ANSWER THEM HERE!

DOUBLE TROUBLE

Q Dear Professor Yew,
Can you tell me how to get past the guard in Saffron City in *Pokémon FireRed*? Also, where can I find the key to make the elevator work in the Rocket Hideout?
FROM KYAN, N. IRELAND

A Well Kyan,
The guards are rather thirsty – to get hold of some, fly to Celadon City and visit the large GameFreak building. On the first floor, there should be an old woman who's more than happy to let you have some. Go out and head all the way left and the guard should be more than happy to let you pass once you hand over the tasty beverage! As for your second question, explore the fourth floor of the Rocket Hideout and you should find a Rocket trainer with a Koffing and a Zubat – he'll drop the key after you defeat him in battle!

Cheaters never prosper

Q Dear Professor Yew,
Have you got any cheats for *Pokémon LeafGreen*? I have 142 monsters in my Pokédex and I desperately want more!
Thank you very much.
FROM JAMES, WELLINGBOROUGH

A Well James,
You've obviously made good progress as a trainer – why would you want to start cheating now? GameFreak and the *Pokémon* company never put cheat codes into their games as it would ruin the competitive element of link-up battles and the trading aspect of the game too. If you really must walk the dark path of the cheater, have a look at Jasmin's question. The Action Replay is the only real option for anyone looking to change the odds in their favour. Not that I condone cheating, of course...

Just in time

Q Dear Professor Yew,
I have heard that Deoxys is found on Nine Island – is this true? If it is, can you tell me how to get there to help me out please?
FROM LEWIS, BRISTOL

A Well Lewis,
How very timely! It is indeed true that Deoxys resides on Nine Island but in order to reach it, you'll need a special item. If you flick back to pages 12 and 13, you'll find our tutorial on just how to catch the rare shape-shifting Pokémon, but a word of warning: until the Nintendo event at which the extra item is given out has been confirmed (like the Eon Ticket day that it ran in conjunction with GameStation before), you still won't actually be able to catch him!

Lights, Camera, Action Replay

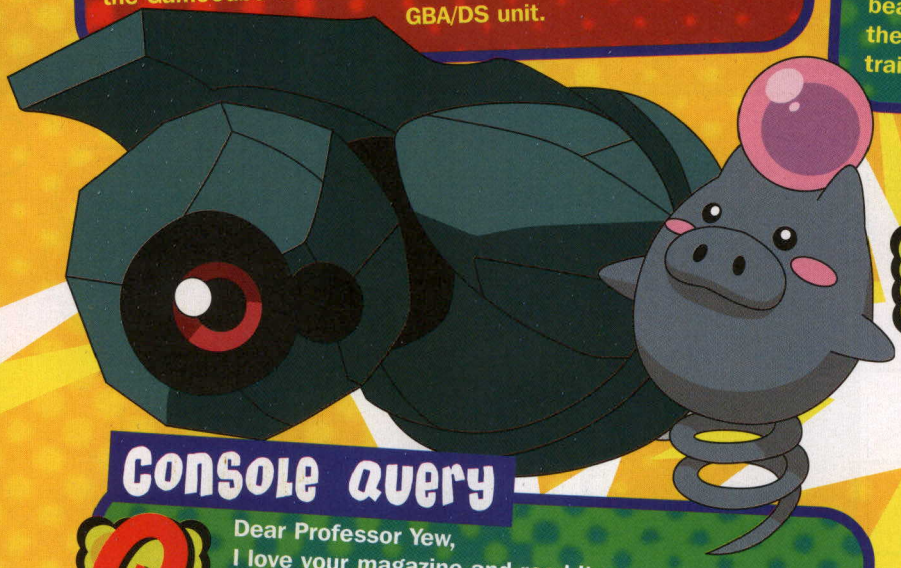
Q Dear Professor Yew,
Back in issue 43 you talked about something called the Action Replay which has cheats for the *Pokémon* games like *Colosseum* and *LeafGreen*. I would like to know when this will come out, how much it costs, and where I'll be able to get it from! Help!
FROM JASMIN, LONDON

A Well Jasmin,
The Action Replay has existed in gaming for as long as I can remember, right back to early consoles like the NES and the Mega Drive! Nowadays, companies like Datel produce Action Replay and similar discs and cartridges for just about every new console. Depending on the version, they tend to retail for £20-£30 from most dedicated games retailers, or you can grab one online from the company's website, www.codejunkies.co.uk. But remember that each one is only compatible and loaded with cheats for a single console – for *Colosseum*, you'd need the GameCube version while *LeafGreen* would need the GBA/DS unit.

Cube question

Q Dear Professor Yew,
I have a problem with *Pokémon Colosseum* – I've got into The Under with the U-Disk, F-Disk and L-Disk. If there are any more Disks, what are they and where can I find them? My friend said you can get to the Deep Colosseum. Is this true?
Please help me with this!
FROM OSCAR, HIGHCLIFFE

A Well Oscar,
There are indeed a couple more Disks you should be looking to get hold of. The first is the R-Disk, obtained in The Under after taking down a couple of cipher Peons near the lift and talking to Silva through the fence. As for the D-Disk, it can be picked up after defeating Gonzap in the Snagem Hideout once you've beaten the game once. This will take you to the Deep Colosseum, a place filled with tough trainers that will really test your skills!



Age-old Problem

Q Dear Professor Yew,
My friend keeps boasting about his Mew – it's really annoying! He says he caught it fairly in *Pokémon LeafGreen* but I don't believe him. Can this really be true? I'd have thought Mew would be harder to catch than that...
FROM GAVIN, STOCKPORT

A Well Gavin,
Chances are somebody's pulling your leg here. If your friend does have a Mew in Leaf Green, he's probably used a cheat code of some kind to get him – there's no way of catching him in the wild just yet. But like Deoxys, Ho-Oh and Lugia, Mew will be made available through a Nintendo event, where the Old Sea Map will be given away, allowing you to reach a long-forgotten distant island where Pokémon number 151 – good old Mew – awaits.

Console Query

Q Dear Professor Yew,
I love your magazine and read it every month, but I have a few questions for you about getting a DS...
Where can I buy a DS?
What if you lose the stylus?
Can the DS trade with the Game Boy Advance?
Can you play GBA games on the DS?
FROM JOE, LIVERPOOL

A Well Joe,
It's not strictly a *Pokémon*-related question, but with *Diamond* and *Pearl* on the horizon, it's probably a good idea if I help you out with your DS questions now to get you started! The Nintendo DS is available in any videogames shop, such as Game or GameStation as well as most large high street stores. Losing the small stylus is a fair concern, but luckily there's a little slot in the back of the handheld to store when you're not using it, and better still, Nintendo actually provides a spare in the box just in case the worst should happen! You can even buy replacements in most games shops. Unfortunately, there's no way of exchanging data between DS and GBA but you will be able to play your existing Game Boy cartridges on it – there's an extra slot on the bottom of the handheld for the larger GBA cartridges. Hope this answers all your questions!

KYOGRE'S CROSSWORD

Can you solve all the clues and complete my crossword? The answers will appear in next issue if you get stuck.

Across

1 Pikachu's main attacks are based on this element! (11)
5 One of Pikachu's first attacks is the Tackle... what?(4)
6 The colour of Latias (4)
7 The three legendary Pokémon birds are Articuno, Moltres and... (6)
9 The three Pokémon you choose from at the start before starting you adventure are Bulbasaur, Charmander and who? (8)
13 This stands for Extra Dimension (2)
14 Pokémon's hero! (3)
15 This is Sea Lion Pokémon #87
16 Punching Pokémon named in tribute to Jackie Chan! (10)

Down

1 Radiation causes this Pokémon 133 to evolve (5)
2 The smallest, lightest Pokémon (8)
3 The Pokémon game that went with *Sapphire* (4)
4 Pikachu's colour (well, generally speaking!) (6)
8 Aerial (...) is one of the attacks Vigoroth learns (3)
9 Magikarp's only attack (6)
10 The name of the photographer who appears in *Pokémon Snap* (4)
11 This Pokémon gets its name from a combination of gangrene and Edgar... (6)
12 How many legendary Pokémon guard the city of Alto Mare? (3)

Pokémon questions

Over the next few pages there are some Pokémon questions – how many answers do you know?

Question 1
How do you know when a Pikachu is catching a cold?

Question 2
What kind of vehicles are driven by the Pokémon Patrol?

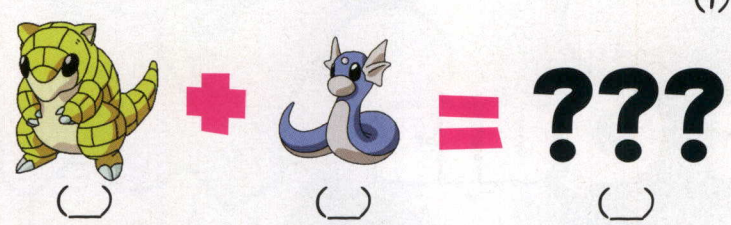
Question 3
Which Pokémon is known as 'the Gangster of the Sea'?

POKÉMATHS

Professor Oak has lost a Pokémon but can't figure out who it is! See if you can help him find out who has gone missing by using the Pokémon numbers.

Bulbasaur is number 1 in the Pokédex and Ivysaur is number 2. 1 + 2= 3, and Venuasaur is number 3. Here's a slightly tougher one for you to try...

(1) (2) (3)



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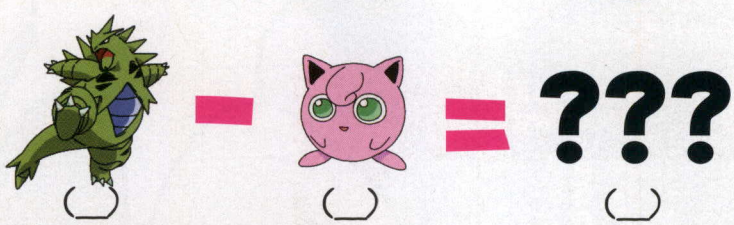

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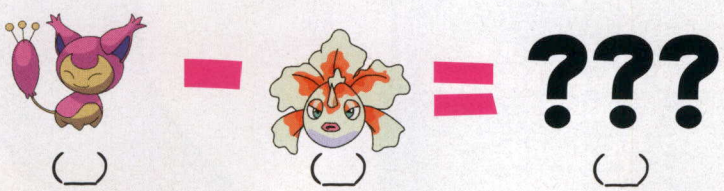

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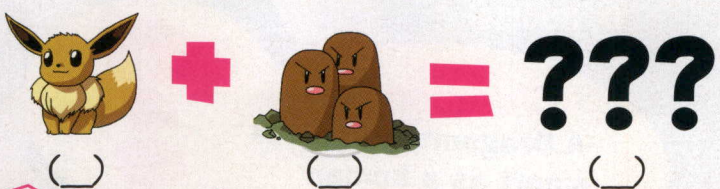
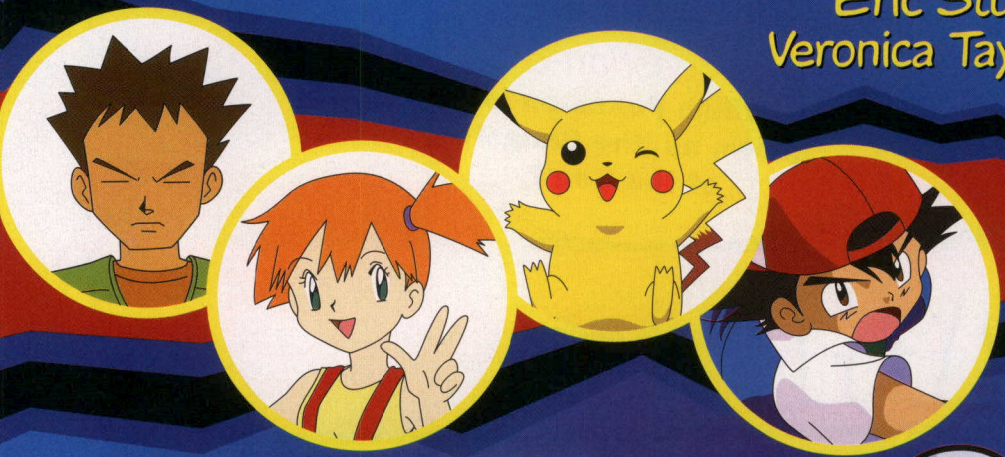


( ) ( ) ( )

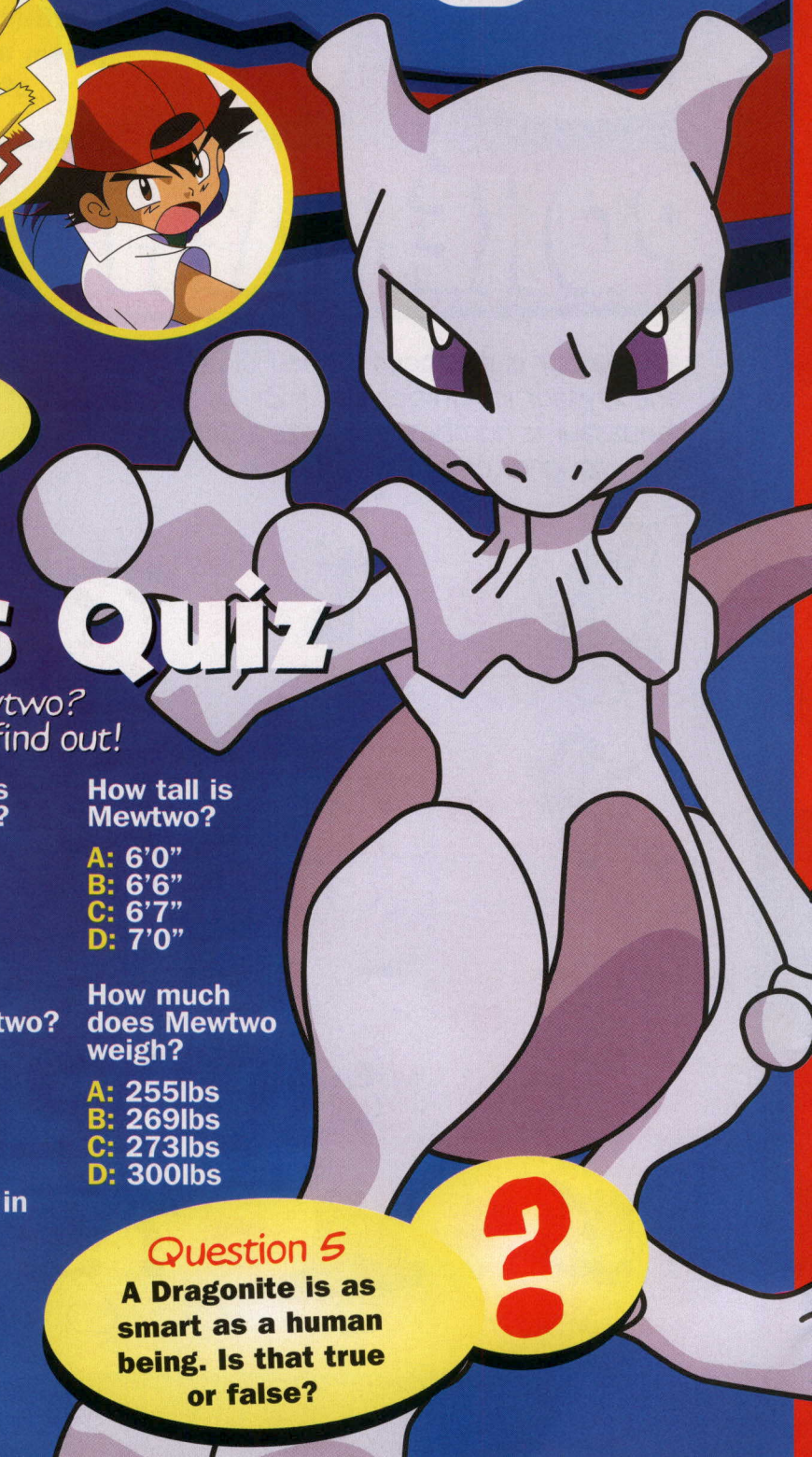
This one is for the true expert Pokémon fan! Can you match up the voice actors to the characters they play?

POKÉMON VOICES

Ikue Ootani	Ash
Rachel Lillis	Brock
Phillip Bartlett	Misty
Madeleine Blaustein	Pikachu
Eric Stuart	Mewtwo
Veronica Taylor	Meowth



Question 4
Which Pokémon is the heaviest?



Mewtwo's Quiz

How much do you know about Mewtwo? Answer this multiple choice quiz to find out!

You can only find Mewtwo in three versions of *Pokémon*. In which of these versions is he in:

A: Indigo Plateau?
B: Seafoam Island?
C: Victory Road?
D: Unknown Dungeon?

What is Mewtwo's Pokédex number?

A: 148
B: 149
C: 150
D: 151

What is Mewtwo's average HP level?

A: 330
B: 340
C: 400
D: 434

What type of Pokémon is Mewtwo?

A: Normal
B: Electric
C: Dark
D: Psychic

Mewtwo is found in which of these versions of the popular game?

A: *Blue*
B: *Red*
C: *Yellow*
D: All of these

How tall is Mewtwo?

A: 6'0"
B: 6'6"
C: 6'7"
D: 7'0"

How much does Mewtwo weigh?

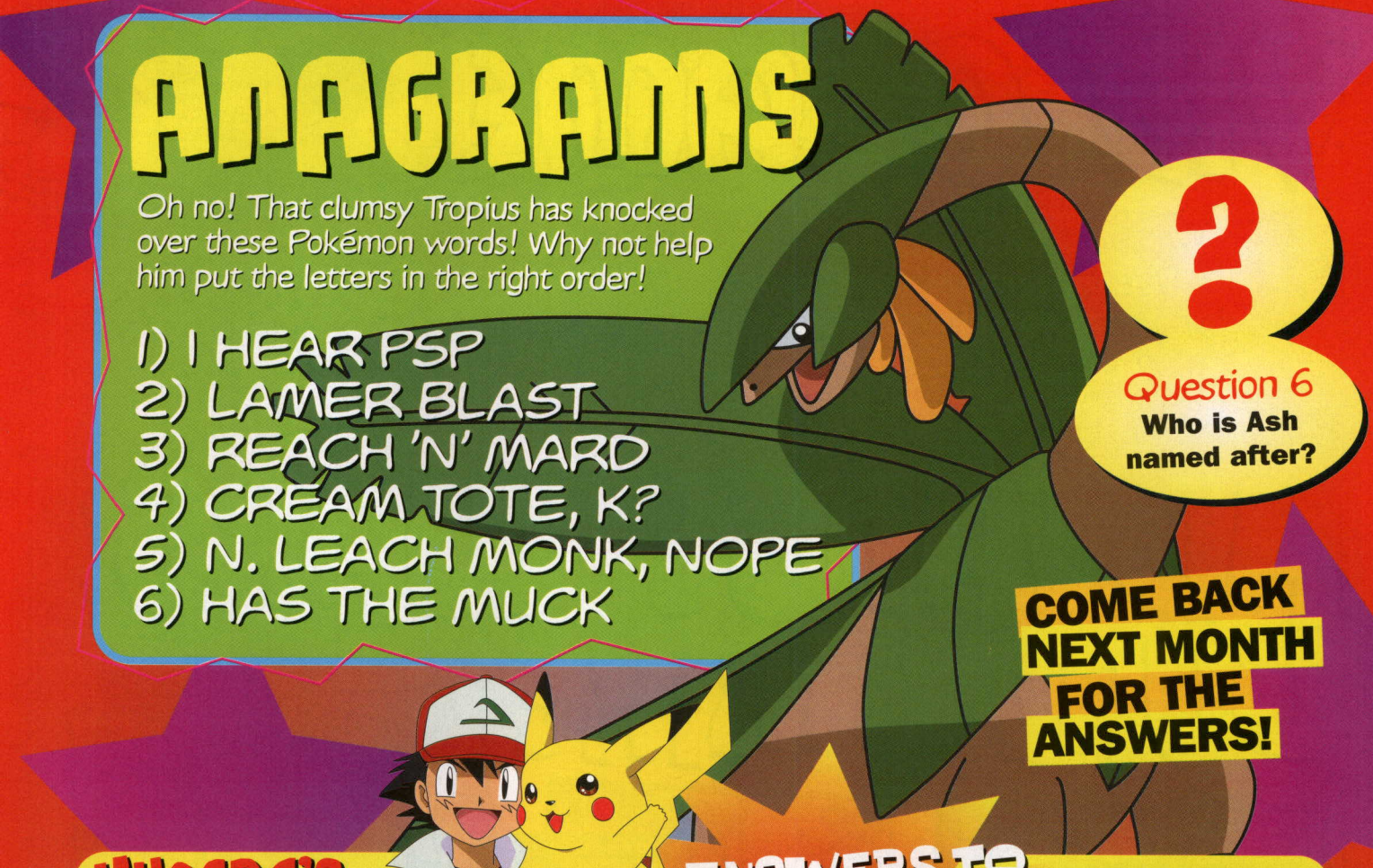
A: 255lbs
B: 269lbs
C: 273lbs
D: 300lbs

Question 5
A Dragonite is as smart as a human being. Is that true or false?

ANAGRAMS

Oh no! That clumsy Tropius has knocked over these Pokémon words! Why not help him put the letters in the right order!

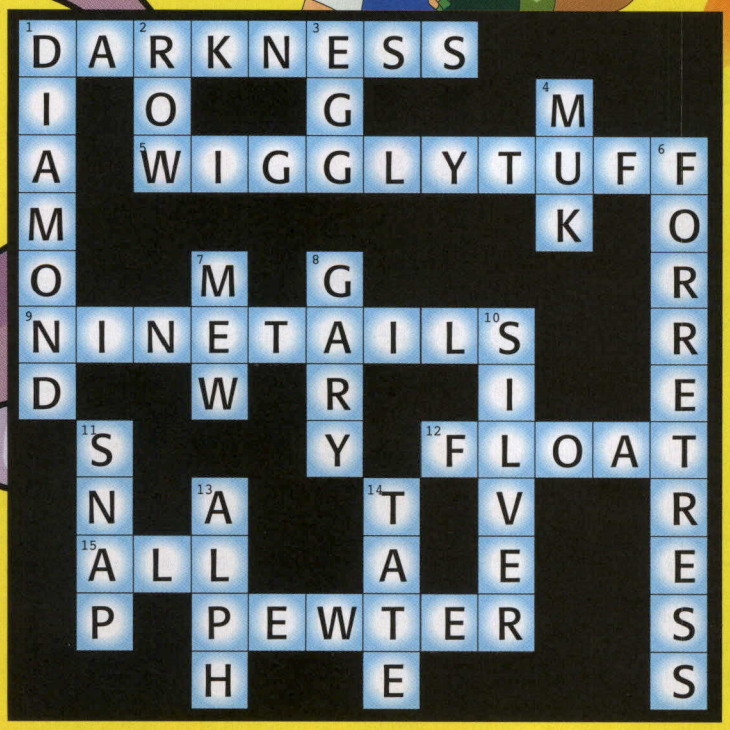
1) I HEAR PSP
2) LAMER BLAST
3) REACH 'N' MARD
4) CREAM TOTE, K?
5) N. LEACH MONK, NOPE
6) HAS THE MUCK



Question 6
Who is Ash named after?

COME BACK NEXT MONTH FOR THE ANSWERS!

KYOGRE'S CROSSWORD



ANSWERS TO LAST MONTH'S PUZZLES

POKÉMON QUESTIONS

Stantler
Pokemon Battle e-card
Freezing Ray, Hidden Ruins and Iron Defense
It's a US-only Game Boy Advance cartridge that contains two Pokemon episodes.
Electric Soldier Porygon
Wizards of the Coast Inc
Incredibly, this fact is true!

POKÉYEARS

Pokémon Pinball (2000)
Pokémon Puzzle League (2001)
Pokémon Mini Green (2002)
Pokémon Ruby (2003)
Pokémon LeafGreen (2004)
Pokémon Dash (2005)

POKÉMATHS

Queston 1
Porygon (137) plus Rhyhorn (111) = Tyranitar (248)

Question 2
Golem (76) subtract Machop (66) = Caterpie (10)

Question 3
Misdreavus (200) divided by Pikachu (25) = Wartortle (8)

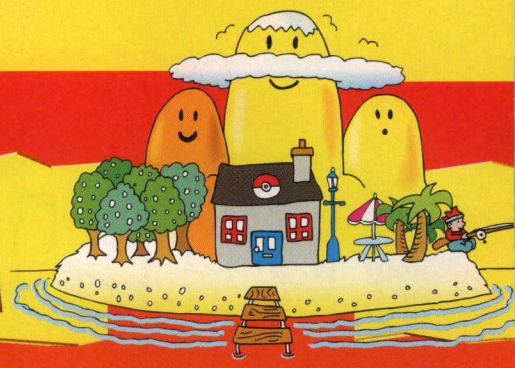
POKÉMON ANAGRAMS

Cerulean City
Deoxys
Master ball
Sabrina
Gale Of Darkness
Brock

SCREENTEST

Rizado = Charizard
Beedoru = Weedle
Sandopan = Sandslash
Purin = Jigglypuff
Diguda = Diglett
Gorudaku = Golduck
Sheruda = Shellder
Saigon = Rhydon
Popo = Pidgey
Myuu = Mew

VIDEOGAME

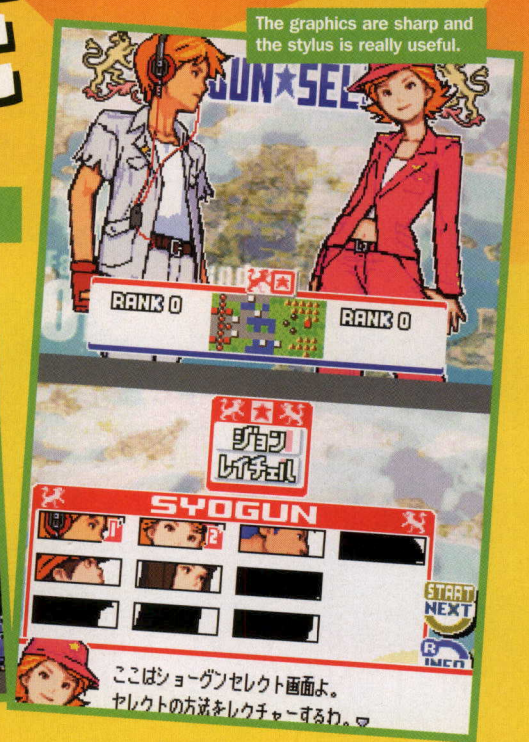


We review all the greatest games for your consoles. This month, Advance Wars leads the charge!

GAME OF THE MONTH

ADVANCE WARS: DUAL STRIKE

FORMAT:	NINTENDO DS
PUBLISHER:	NINTENDO
PRICE:	£29.99
RELEASE:	SEPT 2005



BOOM, SHAKE, SHAKE, SHAKE THE ROOM!

THE ADVANCE WARS series is one of those Nintendo series that came out of nowhere and took the western gaming world by storm. Nintendo seems to have a habit of doing that. Both *Advance Wars* and *Advance Wars: Black Hole Rising* sold absolutely bucket-loads in the US and Europe, and with the DS version in our hands as we write this, we can safely say that tradition won't be broken any time soon.

So what are these games all about and what makes them so special? Well, that's a toughie. You see, in essence all you do is control an army and go around defeating other armies. There are many different types of soldiers and vehicles at your disposal, of course, and mastering all of their special abilities, and learning their pros and cons, is key to defeating the enemy.

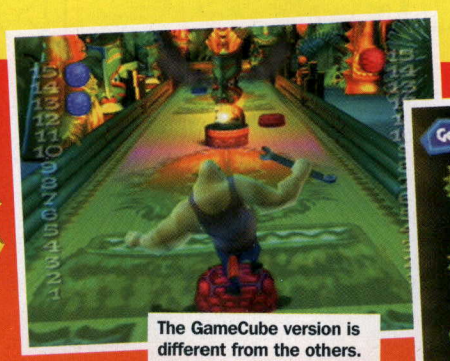
Something that might put a few people off is the news that the game's battle system is turn-based. Now hold on a second, don't go anywhere: it's not like other turn-based games. The action is really fast and not at all tedious in any way. You'll probably even forget that it's turn-based action because it all flows so incredibly smoothly.

So far, so good, but what makes this new version a better purchase than the other GBA versions? Quite a few things as it happens. First up, *Advance Wars* is perfect for touch screen controls. The stylus is great for selecting the right commands from the menus and telling your troops where to go. It's so easy to do, and there's no way we'll be going back to standard GBA controls without a fight. Naturally, there's more to the game than just the addition of touch controls though. There are plenty of new units to deploy, including the awesome new Megatank (yeah, you can guess how powerful this thing is), but the best new addition is the twin CO system. You can take charge of two commanding officers at once and switch between them after each round. There's also an amazing new move that lets you use both COs' most powerful attacks in one go – but both COs have to be fully charge in order for you to pull that legendary move off. You can even make your own maps and swap them with your mates via the DS' Wi-Fi connection. Speaking of Wi-Fi – you can link up with up to seven other units for some intense action.

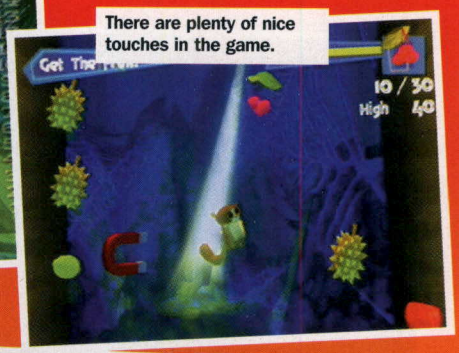
What more can we say? If you liked the other games in the series you're going to love this. Even if you don't normally like this kind of game you'll more than likely grow to love it. Go on, give it a chance... 'cos it's awesome!

POKÉMON WORLD RATING 93%

ISLAND



The GameCube version is different from the others.



There are plenty of nice touches in the game.

TALKING ANIMALS? THATS RIDICULOUS...

MADAGASCAR

FORMAT:	GAMECUBE
PUBLISHER:	ACTIVISION
PRICE:	£34.99
RELEASE:	OUT NOW

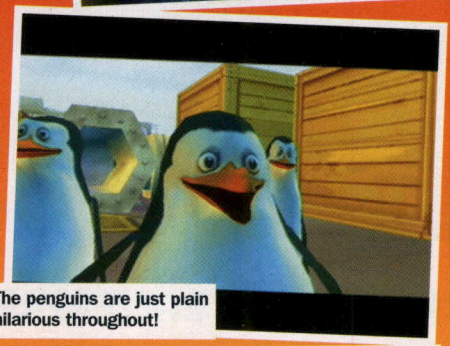
LAST MONTH WE reviewed the DS version of Activision's big screen tie-in, but, would you look at that – now the GameCube version has turned up! As you would expect, it's a slightly different affair from the handheld version.

By now you've all had more than enough time to get out and see *Madagascar* in the cinemas (you know, the one about the zoo animals escaping?), so you should be chomping at the bit to get going with the interactive version, right?

Madagascar the game is all about taking control of the four main characters (Alex the Lion, Marty the Zebra, Melman the Giraffe and Gloria the Hippo) and using their unique abilities in order to make it through the many varied levels. What do you mean you don't understand? Go watch the film, then you'll understand. Okay, okay... the main characters escape from the zoo and they have to avoid being caught, see? Right, now we're on the same page. Naturally the development team have put stealth sections in there and for these bits the game employs a bunch of sneaky penguins to help you out.

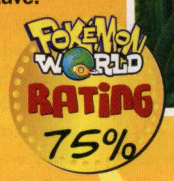
On top of the main game there are plenty of mini-games to keep you occupied, such as a dancing game by the name of Lemur Rave.

Although not quite as average as the DS version, *Madagascar* on the GameCube isn't amazing, but it'll provide you the perfect material to keep your big screen zoo animal obsessions on the boil.



The penguins are just plain hilarious throughout!

The spirit of the movie has been captured well.

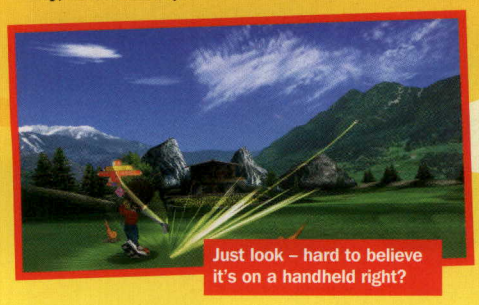


IT'S OUR FIRST PSP REVIEW!

EVERYBODY'S GOLF

FORMAT:	PSP
PUBLISHER:	SONY
PRICE:	£34.99
RELEASE:	SEPT 2005

SOME GAMES ARE perfectly suited to a handheld and some aren't. Arcade golf games where each hole lasts about 20 minutes are perfect for playing on the go, so it's great that *Everybody's Golf* is coming out as a launch title for Sony's new portable machine (which, by the way, is fantastic).



Just look – hard to believe it's on a handheld right?

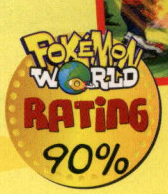
The name says it all really. This game is for everyone. It's not so throwaway that golf nuts won't like it, and it's not so hardcore that only golf nuts will like it. It's somewhere in between, which means that anyone can pick it up and learn how to play within a few strokes of the ball.

What you might not know about this series of golf games is that the characters are all super-deformed and very anime in style. It gives the game a distinct look, and it's one that really fits in with the whole dinky hardware design.

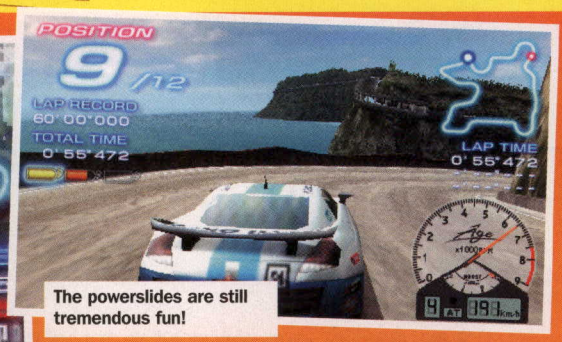
Every time you win a hole you'll be rewarded with an item, and there are 250 to collect in all, which means there's an awful lot to do. You can choose to do this by playing against the computer or by playing against up to eight other gamers (like the DS, the PSP can link up wirelessly!). This is where the game excels, and it's one of those games that you have to have in your collection as it's so much fun in multiplayer.

Some of the effects are pretty special!

This really is a superb golf game all round!



The blur effect of you boosting along is brilliant.



The powerslides are still tremendous fun!

As you can see, there are many vehicles available!

RIIIIIIIIIIDGE RACERRRRRRRR! Ah, The MEMORIES...

RIDGE RACER

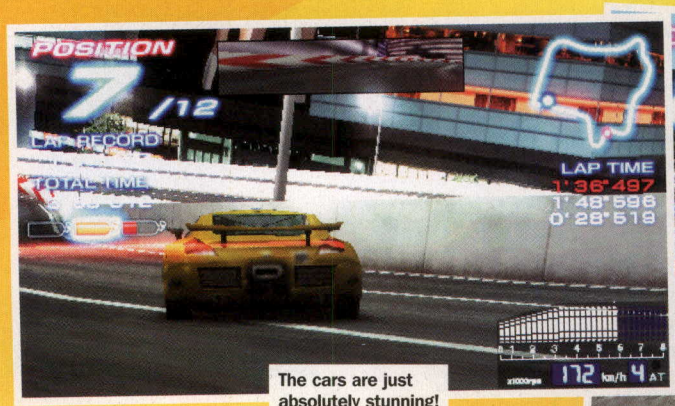
FORMAT:	PSP
PUBLISHER:	SONY
PRICE:	£34.99
RELEASE:	SEPT 2005

IF YOU WERE around the when the first PlayStation hit the shelves (wow, that was a long time ago wasn't it?) you'll remember one game really standing out among the crowd. That game was *Ridge Racer*. It was the first time that an arcade game had actually been recreated perfectly on a home console.

Some people didn't like the powerslide in the game (take your finger off, tap the brake and step on the gas) but we absolutely loved it. Since then there have been umpteen different versions of the game, but sadly *Gran Turismo*'s popularity has seen the *Ridge Racer* team moving away from their arcade racing roots and trying to make the game more realistic. "Realism? Who wants realism!?" we screamed. "We want powerslides. We want to do a 360 degree turn on the finishing line just to rub it in the loser's face. We want to spin off the peak of a big hill, then land, immediately gain control, and take the next corner at full speed. We want to spend four hours perfecting our racing line and knocking split seconds off just so we can beat the Devil car. We don't want 'Spam Turismo'. We want *Ridge Racer*!"

It seems they heard our cries, because the PSP version is everything we'd ever dreamed of... well, as far as racing games go anyway. *Ridge Racer* is essentially all the good bits from the entire series, plus a few new bits, all crammed onto one little PSP disc. And yes, the good old powerslide is back. Fans of the series will be in heaven. Tracks have been taken from the first *Ridge Racer*, *Ridge Racer Revolution* and even the arcade-only versions of the game. What's really pleasing is that the team has taken the tunes that went with those specific tracks and included them as well. Graphically this is easily one of the best-looking PSP launch games and is light-years ahead of the Nintendo DS version. It's amazing what this little handheld can do. In terms of handling, you may find yourself reverting back to the D-pad for this game. You can control the cars just fine with the analog stick, but *Ridge Racer* is a digital game at heart and it almost feels better with the D-pad.

Ridge Racer is one of those games that you simply have to buy with your PSP. Even if you don't like racing games, it's the one launch title that really shows what the little bundle of joy is capable of. In other words, buy it so you can show off to your mates!



The cars are just absolutely stunning!

We had a load of fun playing this game.

POKÉMON WORLD RATING 92%

FANTASTIC 4

THEY'RE GREAT AND THERE'S FOUR OF THEM, SEE?

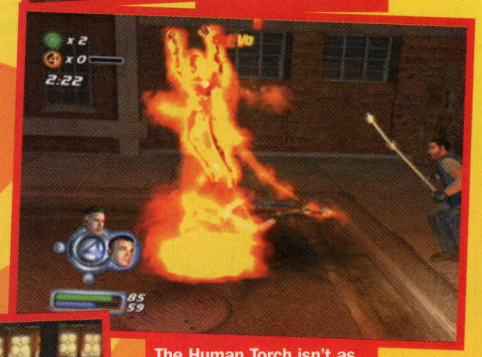
FORMAT:	GAMECUBE
PUBLISHER:	ACTIVISION
PRICE:	£39.99
RELEASE:	OUT NOW

YOU'LL BE PLEASED to hear that we have three film tie-ins up for review this month (this is what tends to happen in the summer months), and you'll also be pleased to hear that out of the three this isn't the worst. Yay! So, have you seen the film yet? We have, and we're not afraid to admit that it was because we wanted to see Jessica Alba running around in a tight suit.

Fantastic 4 the game does almost exactly what the film does. Translation: you get to control four characters, each with a bunch of amazing abilities, as they smash, crash, boom and blast their way through waves of enemies. It's good fun for a while, but beyond that it starts to get a bit boring. You see, the more you play it, the more you realise that it's not really finished. You can switch between characters easily enough, but the characters who are not under your control are completely useless. If you go into a room and get surrounded by enemies you want your mates to help you out, right? Well, we can only assume that rest of your team aren't your mates. Sure, they'll try and help you out but we'd rather they didn't because it's painful watching them take five minutes to finish off the simplest of enemies.

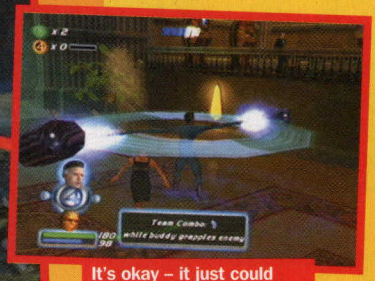
Fantastic 4 is okay for a while, but we don't reckon you'll be playing it for long before you switch it off and never touch it again.

Looks like it might be clobberin' time!



The Human Torch isn't as fun to use as we'd hoped.

There are plenty of cool powers at your disposal.



It's okay – it just could have been much better.

BATMAN BEGINS

GREAT PLAN BATMAN... ISN'T IT?

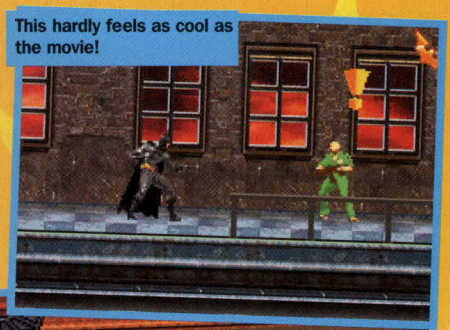
FORMAT:	GBA
PUBLISHER:	EA
PRICE:	£24.99
RELEASE:	OUT NOW

WE ABSOLUTELY PROMISE you that we will never include this many film-related games in the reviews section ever again. It's not our fault though. They just decided to bring them all out together!

Anyway, here's the last one, and it's based on quite a good film. As anyone who has watched the film will tell you, this episode in Batman's life is all about striking fear into people's hearts. You do this by never letting them see you... uh oh, we know where this is going... this means stealth section, right?

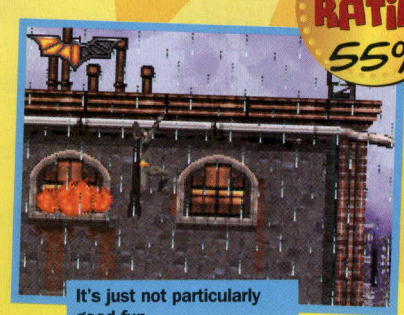
Yup, it sure does! We don't know about you but we don't like handheld games that have stealthy sections. We don't want to be sneaking around while squinting at a small screen. It's not what handheld gaming is all about. Why not give us a game where we run from left to right kicking enemies in the face? As if the stealth isn't bad enough, you've then got some really dodgy jumping sections where Batman insists on doing a somersault before he lands.

In all honesty, if EA was told it had to stick to the feel of the film it shouldn't have even started this game on a handheld. We don't like it much as you can probably tell, but we have no doubt that it will top the handheld charts regardless. Sigh...



This hardly feels as cool as the movie!

Well this screenshot should say it all!



It's just not particularly good fun.

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MOVIE CITY

Here are some great movies to see this month...

GHOSTBUSTERS I & II

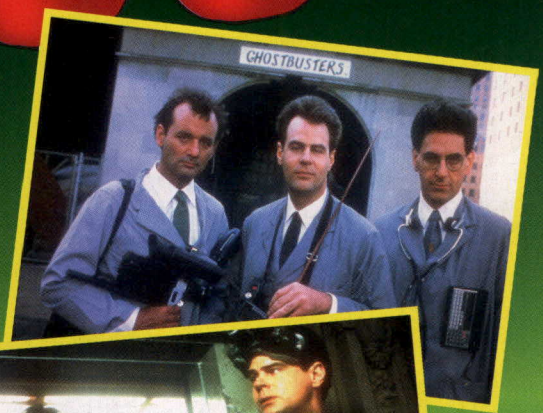
CERTIFICATE .....PG
RELEASED .....19 SEPTEMBER
PRICE £19.99

"TOO HOT TO HANDLE, too cold to hold, you call the Ghostbusters and it's under control!" There aren't many things better than that Bobby Brown lyric from the *Ghostbusters II* soundtrack, but this boxset is one of them!

With both films from the enormously popular Eighties franchise included, there is already no reason for you not to own this – especially when you consider the non-stop jokes, terror-ific special effects, and the heroically average 'Busters at the centre of it all. Naturally, there's also a tonne of features for you to peruse over as well, including deleted scenes, SFX featurettes and much more.

From Dr Venkman getting slimed, to the Statue Of Liberty walking, these films are packed with classic moments waiting to burst back onto your screens!

It's just a brilliant, brilliant film!



Even though the films are quite old now, they're still wicked fun!

THE SIMPSONS

SEASON SIX

CERTIFICATE .....U
RELEASED .....12 SEPTEMBER
PRICE £29.99

SOME PEOPLE AREN'T that sure about the more recent *Simpsons* series (we still think they're wonderful!), and whilst you may agree with that, there's just no denying that *The Simpsons* Series 6 will go down as one of the best animated seasons ever!

Full of all the d'ohs you could wish for, and more typically outrageous and charmingly stupid antics from Homer, this is certainly worthy of anyone's money, especially when you consider that this season ends with the classic 'Who Shot Mr Burns?' story arc.

We really can't recommend this enough, as it's really a powerhouse package full of memorable jokes and obviously great characters, and all in one of the best boxes we've ever seen! Buy it.

Homer: an animated legend!

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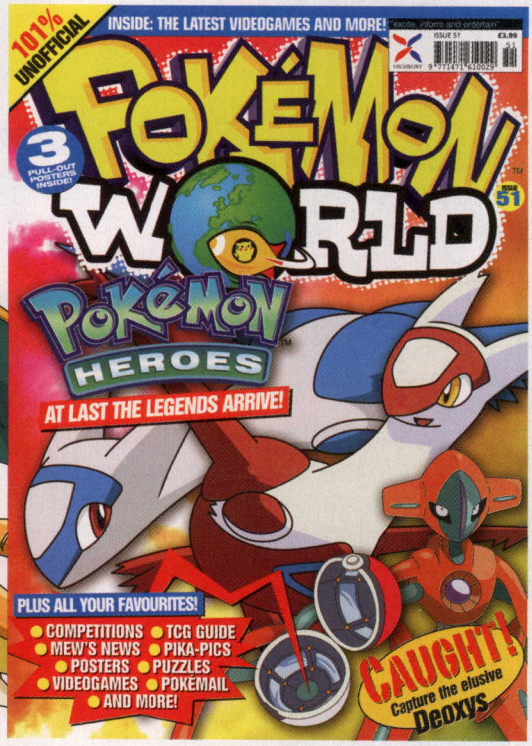

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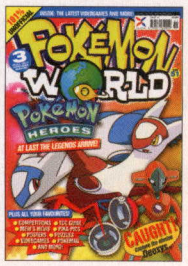

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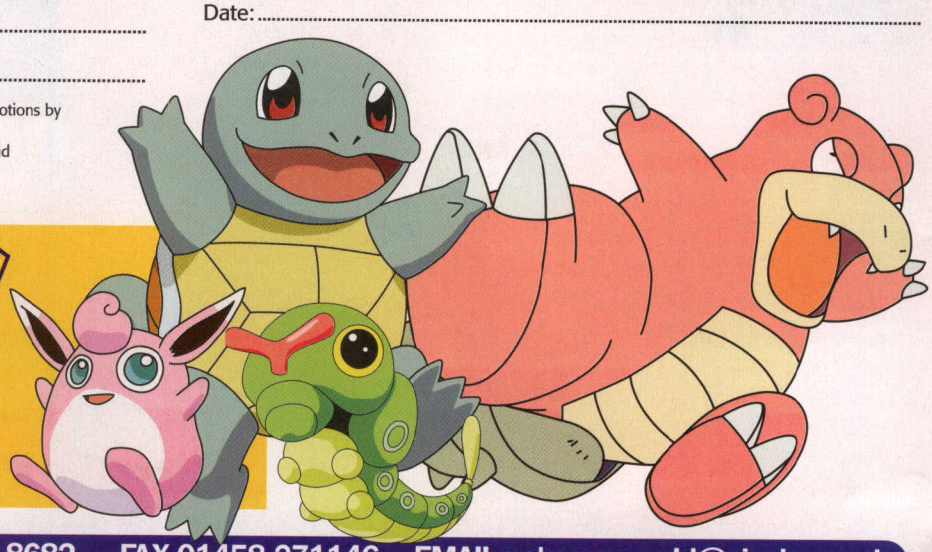

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REVIE[illegible]UND-UP

ALL THE BEST Pokémon

POKÉMON RED/BLUE

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 01

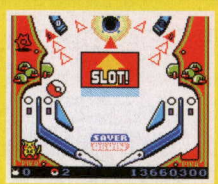
In September 1999, *Pokémon* arrived in the UK and went on to sell by the bucket load! A small boy is given his first Pokémon by Professor Oak and asked to catch and train all 151 Pokémon to become a Pokémon Master. You must train your monster to fight and then try to outwit the wild Pokémon hiding in long grass and caves.

SCORE 4/5

SUMMING UP:
Where it all started: still fun to play today!

POKÉMON PINBALL

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 01



You're guaranteed serious fun here! The only down side is that rather than following the ball around the table, the on-screen view flips from the top to bottom, which can make you feel queasy when you're concentrating! The combination of monster catching and addictive action is a sure-fire winner though – it was certainly a big hit with us!

SCORE 4/5

SUMMING UP:
A great play for pinball and Pokéfans alike!

POKÉMON TRADING CARD GAME

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 01

This game includes all the elements of the Wizards card game. Anyone who has played the Trading Card Game will love this Game Boy version, as it enables you to practise playing cards without damaging your trophies. For other fans, this could be a great way to learn how to play, but may not be of great interest to all of you Pokémon trainers!

SCORE 4/5

SUMMING UP:
All Pokémon trainers need this game!

POKÉMON GOLD/SILVER

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 01

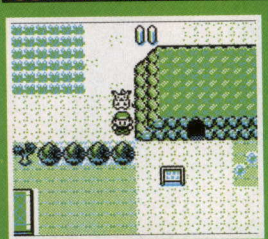
The follow-ups to the hugely successful *Red*, *Blue* and *Yellow*, these fantastic Game Boy titles introduced a whole new world to the budding Pokémon Master – the land of Johto. Players must travel around, as before, catching and training Pokémon, but with exciting new features such as real-time play.

SCORE 5/5

SUMMING UP:
The king and queen of Pokémon games!

POKÉMON YELLOW

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 01



After the success of the cartoon series, Nintendo released this follow-up to the first two games. *Pokémon Yellow* is similar to *Pokémon Red* and *Blue*, only you will receive Pikachu as your very first Pokémon and he will follow you around all the time, like in the cartoon. You will still need to trade to catch 'em all – but other than that, it is almost the same game as *Red* and *Blue*.

SCORE 4/5

SUMMING UP:
Nearly the same as *Red* and *Blue*

POKEMON COLOSSEUM

FORMAT: GAMECUBE
ISSUE REVIEWED: 38

One of the most awaited games ever finally arrives and was it ever worth the wait! Playing a lot like *Pokémon Stadium* on the N64 but without the mini-games, *Colosseum* features what is quite simply, the best battle system and Story mode ever created. Supporting all 386 monsters of the *Pokémon* world, Colosseum also gives you the chance to catch Jirachi himself. It also doesn't hurt to have the best graphics of any *Pokémon* game before it!

SCORE 5/5

SUMMING UP:
Probably the best *Pokémon* game yet!

POKÉMON CRYSTAL

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 04

The latest instalment in the *Pokémon* saga is an alternative edition of *Gold* and *Silver* that is, essentially, the ultimate *Pokémon* GBC game – provided you don't own *Gold* or *Silver*. Anyone who does will find it all strangely familiar! However, little enhancements, like animated battle sequences, add to the experience and some Pokémon locations and frequencies have changed, meaning Pokémaniacs will still find this Nintendo gem a sparkling little treat!

SCORE 3/5

SUMMING UP:
The last instalment on the GBC is a great way to end the series!

POKÉMON PUZZLE CHALLENGE

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 08

Pokémon on the Game Boy isn't just about collecting monsters and working out in gyms, you know – oh no! This backwards-*Tetris* style game has players busting blocks at manic speed, and is totally and utterly addictive. It's the perfect game to fill the time between bouts of monster battling – but are your fingers fast enough?

SCORE 4/5

SUMMING UP:
This version of *Tetris*, the greatest puzzler ever, is great to play!

GAMES REVIEWED!

POKÉMON STADIUM

FORMAT: NINTENDO 64
ISSUE REVIEWED: 03

The first N64 *Pokémon* game comes with an attachment to connect the console to the Game Box. The Transfer Pak enables you to upload your very own captured and trained Pokémon and battle them in full 3D on the N64. There are a wide range of cups and challenges to complete and when you are ready you can take on the Gym Leaders. There are nine mini-games too!

SUMMING UP:
Pokémon look great with the N64's graphics!

SCORE 4/5

POKÉMON SNAP

FORMAT: NINTENDO 64
ISSUE REVIEWED: 03

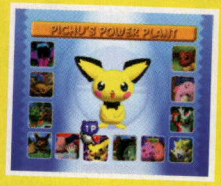
Pokémon Snap is a highly enjoyable and surprisingly addictive game for the Nintendo 64, which sees you travelling around photographing wild Pokémon in their habitats. Unfortunately, it's completed just a little too easily. On the plus side though, you have every reason to keep coming back again and again to try and improve your Pokémon pictures!

SUMMING UP:
Take photos of all your favourite Pokémon!

SCORE 4/5

POKÉMON STADIUM 2

FORMAT: NINTENDO 64
ISSUE REVIEWED: 07



After the storming success of the first *Pokémon Stadium* game, this 3D battlefest has now burst on to the *Pokémon* scene, complete with 249 monsters ready for battle. It follows the same idea as the original, but boasts a whole stack of wacky new features, including new tournaments, brain-busting quizzes and more!

SUMMING UP:
A bit too easy, but there's loads of replay value!

SCORE 4/5

HEY YOU, PIKACHU!

FORMAT: NINTENDO 64
ISSUE REVIEWED: 04

At the end of the day, the idea of talking to Pikachu is something of a letdown. Our yellow pal seems to find it very hard to understand a lot of what you say and the games that you get to play with him are very simple and ultimately rather dull. *Hey You, Pikachu!* is a game which is very novel to begin with, and fun for a while, but it quickly becomes boring.

SUMMING UP:
Awkward to play and a bit too techie

SCORE 3/5

POKEMON CHANNEL

FORMAT: GAMECUBE
ISSUE REVIEWED: 37

Although this joyous title was stting in the shadow of *Colosseum*, there's no denying that it is certainly one of the most original *Pokémon* videogames of all time! With Pikachu as the main star, the aim of the game is to get the Pokémon TV station up and running. To do this you must play through a whole host of superb mini-games, including Odd One Out, Mareep Farm, Smeargle's Art Study and our personal favourite, Smoochum Shape-Up which sees Pikachu try and burn some calories infront of the telly! It may be similar to the N64's *Hey You Pikachu!* but there's no denying that this is one brilliant game!

SUMMING UP:
A brilliant addition to the Poké-franchise!

SCORE 5/5

POKÉMON PUZZLE LEAGUE

FORMAT: NINTENDO 64
ISSUE REVIEWED: 05

This N64 Pokémon game will have you bashing your joypad frantically in a move-blocks-or-die puzzlefest to end all puzzlefests. Crazily addictive, this *Tetris*-inspired game sparked furious rivalries in the normally mild-mannered *Pokémon World* team, the likes of which haven't been seen since Professor Yew won the egg and spoon race in the office sports day!

SUMMING UP:
Incredibly addictive and competitive!

SCORE 4/5

POKÉMON RUBY/SAPPHIRE

FORMAT: GBA
ISSUE REVIEWED: 29

After all the waiting, *Ruby* and *Sapphire* didn't disappoint. With loads of monsters, two-on-two battles, the new land of Hoenn to explore and many more exciting extras, these are must-have games! So far, only 200 Pokémon are available, but they're all in there somewhere! This is highly recommended for all Pokéfans, and even people who don't like *Pokémon* might change their minds after playing these games!

SUMMING UP:
Fantastic! We can't get enough of them!

SCORE 5/5

WARNING! Some of the older games on these pages might be hard to find, particularly for old systems like the N64. You'll probably have to buy online or do a bit of searching in second-hand videogame stores.

MONSTER OF THE MONTH

This sleepy Pokémon is one of the luckiest ever and is believed to be able to grant wishes made by any trainer able to capture it. To grab this tricky Pokémon you need to link your GBA to your GameCube and download the monster from Pokémon Channel.

Type: Psychic / Steel Height: 1'0" Weight: 2lbs

Special Attack: Wish

Description: This Pokémon is extremely rare and can only be caught by trading with *Pokémon Channel* on the GameCube. Its psychic attacks are extremely powerful and it is capable of reading minds, making it an awesome addition to any team. Catch Jirachi, make a wish, and you might just get lucky!

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